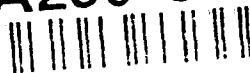


AD-A250 847



(2)

## STUDY PROJECT

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### THE ANTIETAM STAFF RIDE

--  
An Interactive, Computer-Driven Guide  
to the Battle of Antietam

BY

COLONEL CARL D. SPRINGER, IN  
United States Army

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JUN 02 1992

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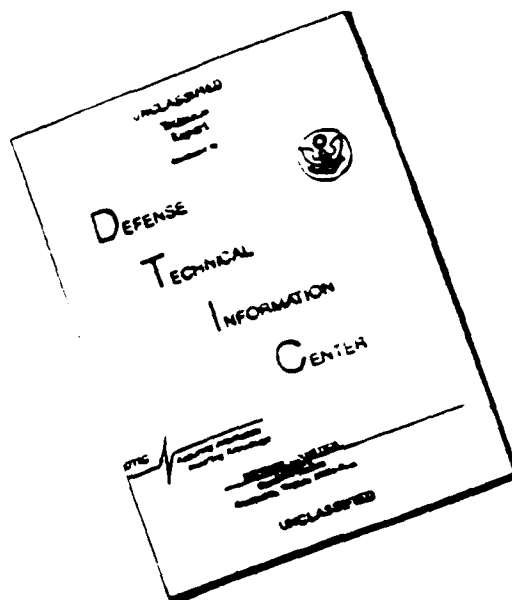
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19. Abstract continued

words and terms shown as italicized text. The user simply points and clicks on the word or term to access the definition or graphic depiction. The Antietam Staff Ride was written using the hypermedia authoring application Aldus SuperCard<sup>1</sup>. It runs on any color Apple Macintosh computer with a hard disk and eight megabytes of random access memory (RAM). The title Antietam Staff Ride is being registered and the application copyrighted by the Omar Bradley Foundation, Inc. All rights reserved.

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# The Antietam Staff Ride®

*An Interactive, Computer-Driven Guide to the Battle of Antietam*

by

Colonel Carl D. Springer, IN

Colonel Leonard Scott  
(Project Advisor)

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## **Abstract**

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The Antietam Staff Ride® is a computer-driven guide to the battle of Antietam. It provides the user with a comprehensive, graphical picture of the major battles fought on 17 September 1862 at Sharpsburg, Maryland. It uses a simple point-and-click interface and is completely interactive. The user views the movement of military units on a series of color maps in 30 second to one minute snapshots. The battles may be viewed one frame at a time or through continuous, animated movement. When viewed one frame at a time, the user is provided with text description of actions occurring at that moment. Additionally, short audio and visual cues such as gun fire and cannon fire are presented to aid in describing the current situation. The program contains an extensive database on unit locations, movements, order of battle, and casualties. It also contains scanned color photos of key leaders and battlefield terrain. A glossary of terms is included and contains graphic depictions of regimental formations and drill, weapons, artillery gunnery, etc. The glossary is directly linked to words and terms shown as italicized text. The user simply points and clicks on the word or term to access the definition or graphic depiction. The Antietam Staff Ride was written using the hypermedia authoring application Aldus SuperCard®<sup>1</sup>. It runs on any color Apple® Macintosh® computer with a hard disk and eight megabytes of random access memory (RAM). The title Antietam Staff Ride is being registred and the application copyrighted by the Omar Bradley Foundation, Inc. All rights reserved.

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# **The Antietam Staff Ride®**

***An Interactive, Computer-Driven Guide to the Battle of Antietam***

## ***Introduction***

"A sower went out to sow his seed: and as he sowed, some fell along the path, and was trodden under foot, and the birds of the air devoured it. And some fell on the rock: and as it grew up, it withered away, because it had no moisture. And some fell among thorns: and the thorns grew with it and choked it. And some fell into good soil and grew, and yielded a hundred fold."<sup>2</sup>

Luke 8:4

This paper is the user's guide to the Military Studies Project titled "The Antietam Staff Ride®." The purpose of this project is to recreate the Antietam battle site and events of the battle through the use of computer-generated graphics and animation.

In the past we studied battles by reading books and analyzing terrain, unit positioning, and unit movement using maps and terrain walks. We had to visually piece a battle together based on what we read in the books, saw on the battle maps, and, if lucky, from actually walking the terrain upon which the battle was fought. The outcome of these battles resulted from a series of related events—usually occurring simultaneously. Written accounts of battles require the reader to mentally piece together a series of events described one sentence, paragraph, or chapter at a time. Some written accounts of battles do not provide any maps at all. When maps are available they are usually placed inconveniently in a book and require the reader to flip back and forth as he reads.

This project represents a new and innovative way of studying a battle. It uses the hypermedia authoring system called Aldus SuperCard to graphically present one of the Civil War's most complicated battles. This method of presenting information gives the user access to a plethora of

maps, pictures, graphs, photographs, sounds, facts, observations, interpretations, opinions, and commentaries—all at the same time. The user can navigate freely through a sea of information, creating his own pathways. "Hypermedia" is a more recent concept, based on many of the advances in computer technology over the past 30 years. Figure 1 illustrates this concept.<sup>3</sup>

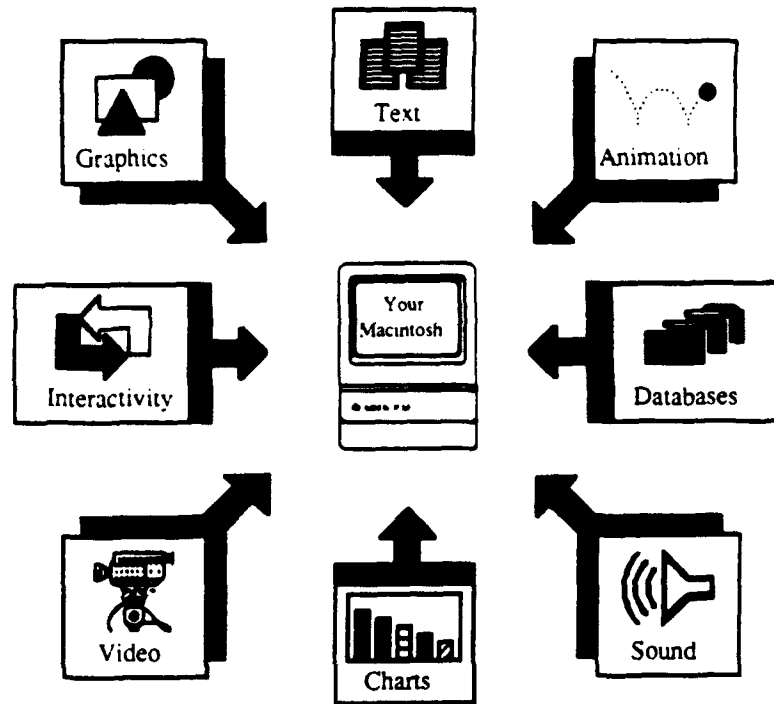


Figure 1. Hypermedia on the Macintosh

We now have personal computers with more memory, calculating speed, and storage space for information than most people dreamed possible in the early days of computers. Words are a powerful way to communicate, but they aren't the only way.

The development of computer applications has always been a difficult, labor-intensive process. It usually involves two major stages. First you write the program's core, the software engine that gives your application its basic functions. Second, you create the user interface, which in the pre-Macintosh era required only 10 percent of the development time. But times have changed, and so have user's expectations. Some Macintosh developers estimate that they now spend up to half their time working on the

interface for an application and the other half working on the application's core.<sup>4</sup>

With software like SuperCard you don't have to be a trained programmer. It uses an easy-to-learn programming language called SuperTalk. Much of the vocabulary of SuperTalk reads a lot like English. This allows the developer to concentrate more on the content and user interface than on computer code.<sup>5</sup>

The technology required to produce an interactive, computer-driven military battle guide has been available for years—so why wasn't one developed before now? One reason is specialization. Historians studied history and computer scientists studied programming. The endless hours of detailed research required to understand and write about a battle left little time for the historian to learn more than basic word processing on the computer. Another reason is the lack of software tailored to narrow applications. Most commercial software tries to appeal to as broad a user spectrum as possible. Up until now, historians simply haven't had the tools to use a computer profitably.

## General

"There are only two powers in the world, the sword and the pen;  
and in the end the former is always conquered by the latter."<sup>6</sup>

Napoleon I

In the next few paragraphs, I will describe how The Antietam Staff Ride was put together. I hesitate to say programmed because 50 percent of the my time was spent in reading and re-reading the accounts of the battle. Over half the remaining time was spent scanning, enhancing, and coloring the Antietam battlefield maps.

A small, hand-held scanner was used to scan the maps into the computer. The painting and drawing tools within SuperCard were used to enhance and color the maps. An initial scan of a section of map is shown in Figure 2. This same section of map enhanced and colored with SuperCard is shown in Figure 3.



Figure 2.  
Initial Map Scan

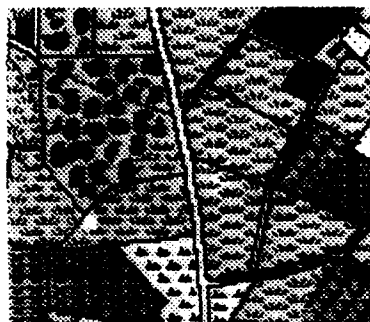


Figure 3.  
Enhanced and Colored Map

The map of Antietam prepared by Brevet Brigadier General N. Michler, Major of Engineers, in 1867 was used as the base map. However, graphics representing roads, fences, orchards, woods, grass fields, cornfields, and plowed fields were based on a reprint of the Cope survey maps prepared in 1863.<sup>7</sup> The 1867 Michler map was used as the base map because of its small scale. Too much resolution was lost when the 1863 Antietam

battlefield map was scanned and then reduced in scale. Three maps used in the introduction were scanned from maps in the *West Point Civil War Map Atlas*.<sup>8</sup>

The basic SuperCard building blocks are projects, cards, and windows. Each card in SuperCard is part of a stack of cards. All information you see in a SuperCard file, or Project, appears on cards that you view through a window. Each card has two layers. The first layer is the *card layer*. This layer contains all text, graphics, buttons, and other information that are specific to that card only. The second layer, called the *background layer* contains all the card information that is shared with other cards in the same window. The maps in The Antietam Staff Ride are placed on the *background layer*. Unit symbols, buttons, text fields, etc. are placed on the *card layer*. Figure 4 shows the two layers of a card.<sup>9</sup>

Animation or the movement of a unit is accomplished by creating a graphic representing the unit on the card layer of a card. This graphic is then copied and pasted on a new card layer. After it is pasted to the new card layer it is moved to a new location. This is repeated until the unit is in its final position.<sup>10</sup>

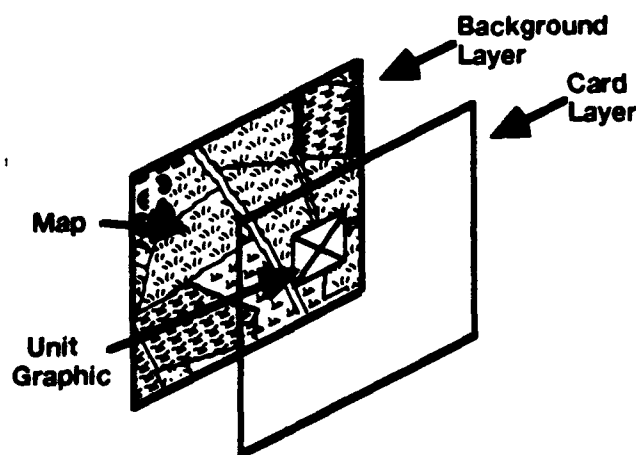


Figure 4. The Two Layers of a Card

The most difficult part of animating a battle is determining when to start a unit moving so that it will arrive at the correct location and at the correct time. This is fairly straight forward when you have only two or three brigades, but becomes extremely complicated when there are four Corps on the battlefield at the same time—each with three or more divisions. If the resolution is at the brigade level, then you could have up to 36 brigades to maneuver. And, this does not include the artillery batteries.

The Cope maps and the maps in John Priest's *Antietam: The Soldiers' Battle* were extremely helpful in scripting the animated battle sequences. The Cope maps show snapshots of unit locations in 15 to 30 minute intervals. Priest's maps are based on the Cope Maps but provide much more detail.<sup>11</sup>

## **Conclusions**

"One person with a belief is equal to a force of ninety-nine who only have an interest."<sup>1 2</sup>

John Stuart Mill

The potential for applications like The Antietam Staff Ride are unlimited. Viewed prior to the actual on-the-ground staff ride, it provides an excellent preparatory study of the battle. Placed on a lightweight, notebook computer and taken on the actual staff ride, it provides a ready-reference for confirming unit locations and movements. Present-day and Civil War-era photographs of the battlefield may be viewed on site to assist in terrain orientation and appreciation. For those unable to visit the battlefield, it provides the next best thing to being there.

The computer-driven staff ride provides the means to study those battles and campaigns too difficult to study using the normal staff ride. The Battle of Atlanta and Sherman's march to the sea could easily be recreated in a computer-driven staff ride. Air and sea campaigns could also be recreated using this technique.

We are entering a whole new era—the decade of positive change. We must change the way we develop computer software. We can no longer afford to spend months defining requirements and rewriting these requirements into governmental contract language only to have the programmer misinterpret what we wanted. A product delivered using this development system is usually difficult to learn and use because the "user" was not involved in requirements or product development.

Today, ordinary people have access to powerful, easy-to-use computer technology. Hypermedia, authoring tools like SuperCard allow the average

Macintosh user to become a full-fledged programmer. Not only is the development time significantly reduced, but also the end product is much more "user-friendly"—software developed by users for users. With software like SuperCard and hardware like the Macintosh, your only limits will be the size of your ideas and the degree of your dedication.



## **Requirements and Installation**

**Requirements.** The Antietam Staff Ride's minimum requirements are any color-capable Macintosh with eight megabytes of Random Access Memory (RAM). The Antietam Staff Ride need at least 6.5 megabytes of RAM. If you are running System 7, turn off as many of your System extension as possible. You will also need a hard disk drive with at least ten megabytes of free space. Your Macintosh also needs to have System 6.05 (or higher) installed. System 7.0 or higher is highly recommended since the application uses the balloon help feature of System 7. If you do not have an up-to-date System, you can call your local Macintosh dealer—they're licensed to give you one.

**Installation.** This version of The Antietam Staff Ride comes on six 800 K floppy disks. Prior to installation turn off any virus detection applications. To install the application, insert Antietam Disk 1 into your Macintosh. The window shown in Figure 5 will appear on you desktop.

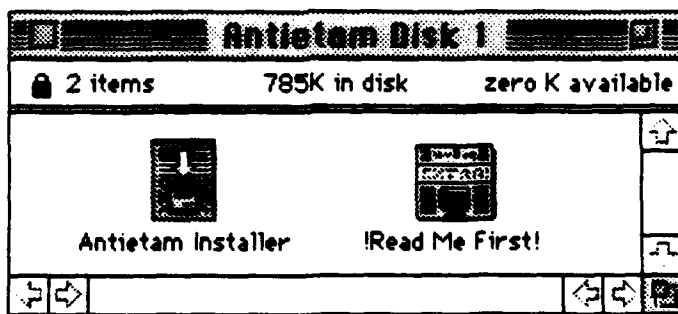


Figure 5. Disk 1 of The Antietam Staff Ride

Double-click on the file **Antietam Installer**. The installer dialog box, shown in Figure 6, will appear asking you where you want to load the final segment of the archive. Click on the **Eject** button to eject Antietam Disk 1.

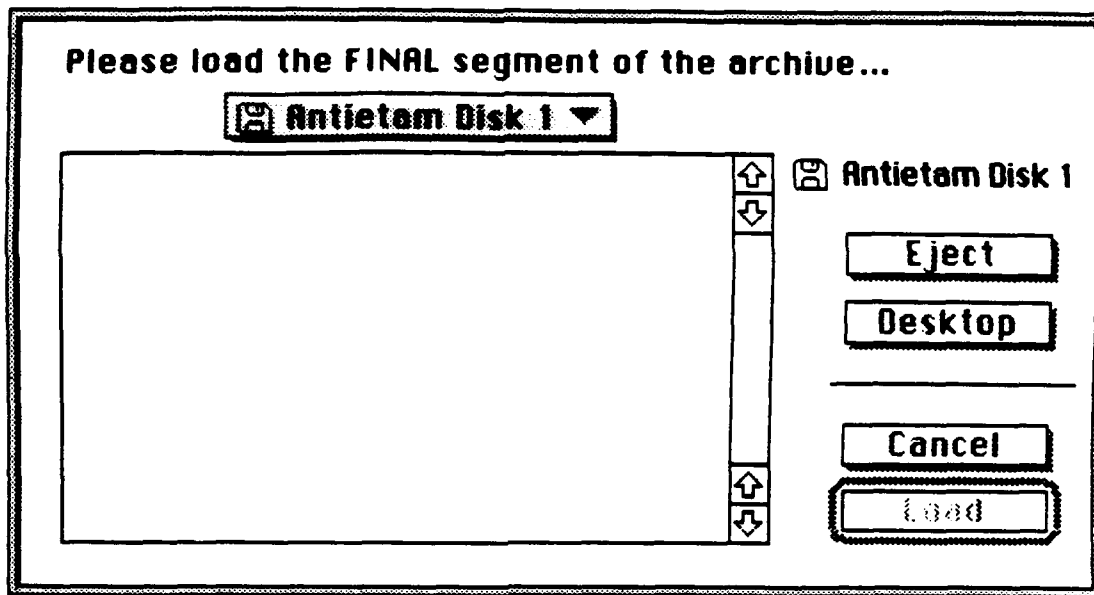


Figure 6. Initial Installer Dialog Box

Now insert Antietam Disk 6. The final file segment of the install set will appear in the installer dialog box window as shown in Figure 7.

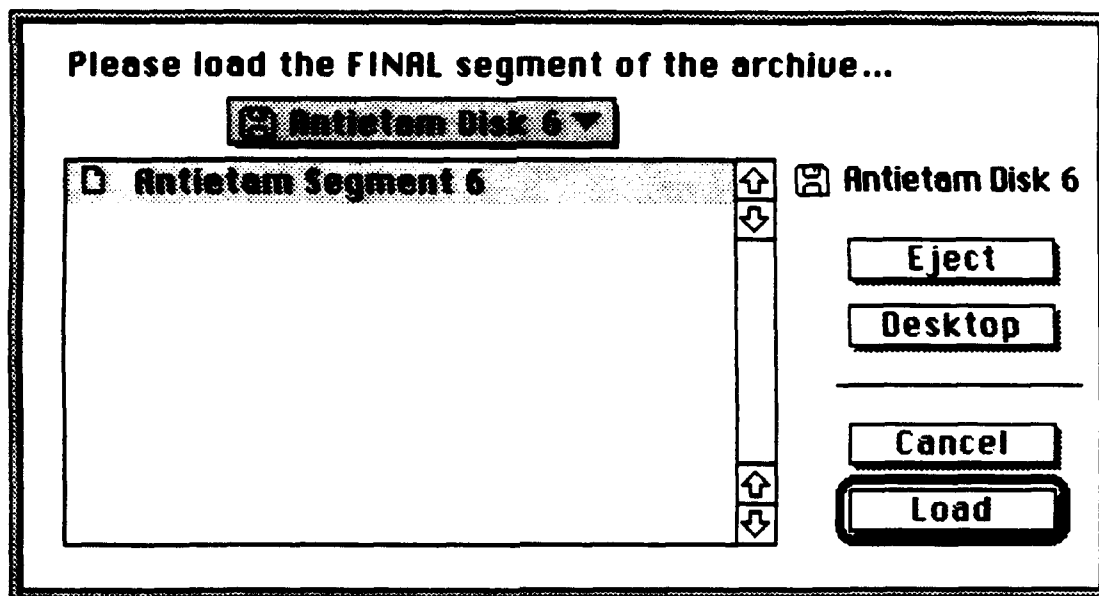


Figure 7. Installer Dialog Box Showing Final Install Segment

If the file **Antietam Segment 6** is not already selected, then select it and click on the **Load** button. The Antietam Disk 6 containing the file Antietam

Segment 6 will be ejected. The alert dialog box shown in Figure 8 will appear asking you to reinsert the Antietam Disk 1.

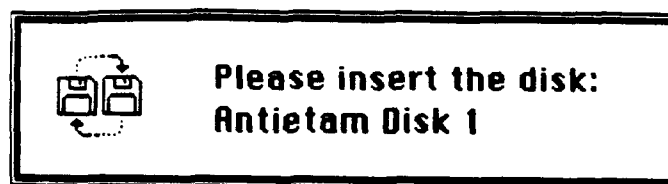


Figure 8. Alert Dialog Box

After inserting the Antietam Disk 1, you will be presented with the selection dialog box shown in Figure 9.

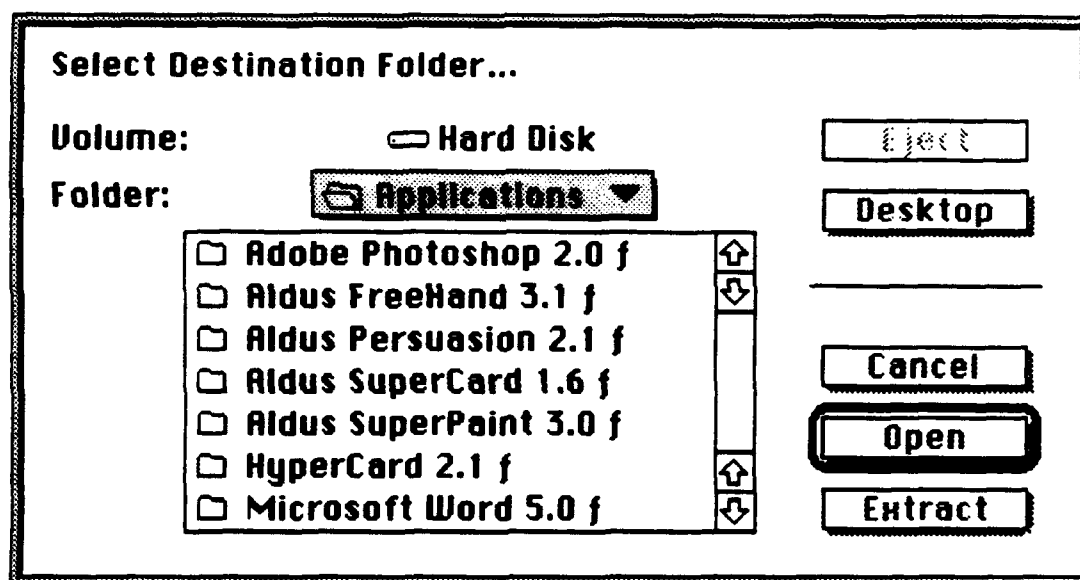


Figure 9. Selection Dialog Box

Navigate to the volume onto which you want The Antietam Staff Ride installed by clicking on the volume icon. Now navigate to the folder in which you want the application installed. In the example shown in Figure 9, the folder named *Applications* on the volume named *Hard Disk* has been selected. Now click on the **Extract** button and the application will begin installing. The application used to compress The Antietam Staff Ride into its install set is called Compact Pro. As Compact Pro extracts the files on the install set, it displays the progress dialog box shown in Figure 10.

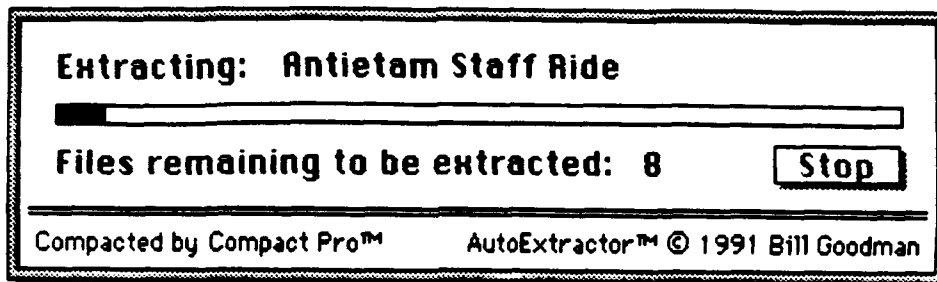


Figure 10. Compact Pro Progress Dialog Box

When all the data has been extracted from the installer segment, Antietam Disk 1 will be ejected and the dialog box shown in Figure 11 will appear.

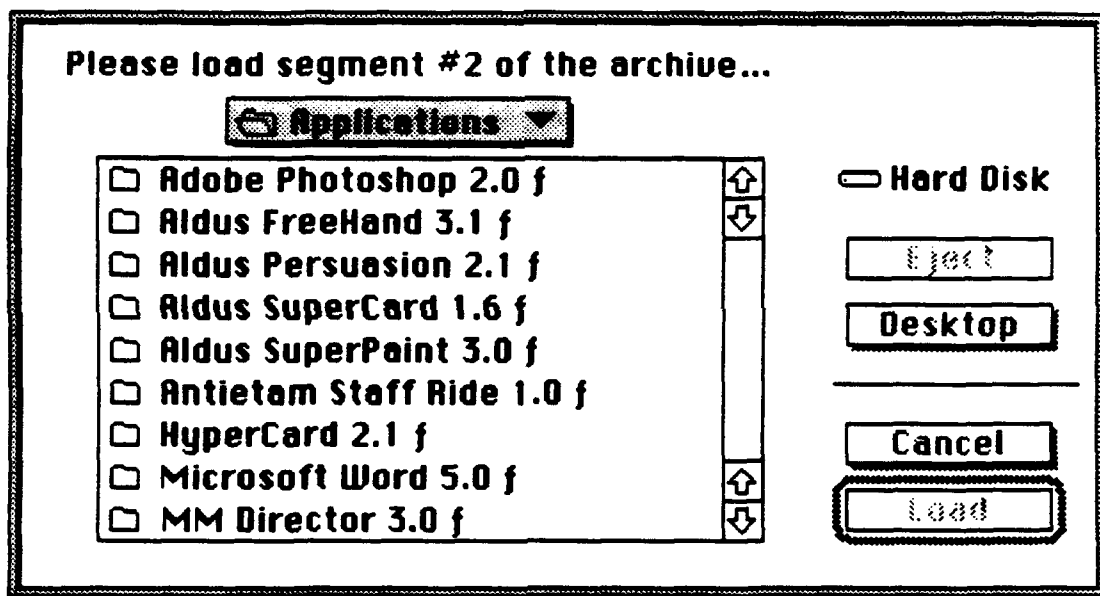


Figure 11. Installer Dialog Box

Insert Antietam Disk 2 and the file *Antietam Segment 2* will appear in the installer dialog box window. Select this file and click the **Load** button

## Starting The Antietam Staff Ride

Start The Antietam Staff Ride by double-clicking on its icon. The Antietam Staff Ride icon looks like this:



Antietam Staff Ride

You can also start The Antietam Staff Ride by double-clicking on one of the document icons. The Antietam Staff Ride has three types of documents: glossary, photographs, and battle maps. The Antietam Staff Ride document icons look like this:



Glossary

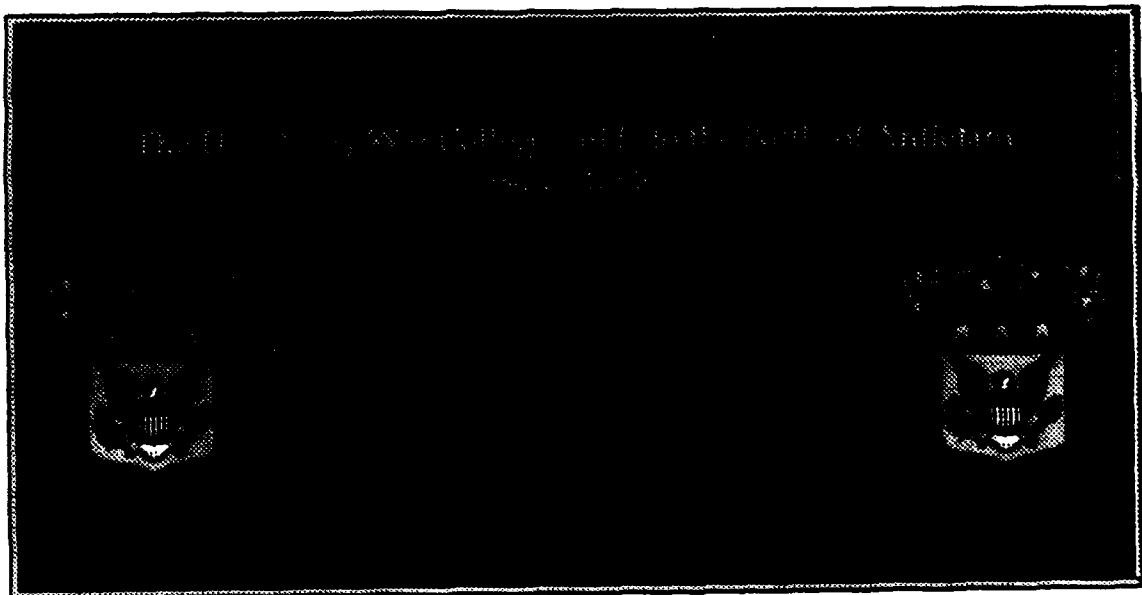


Photographs



Battle Maps

**The opening window** When you start The Antietam Staff Ride, the *About* window appears and a brief selection from *The Battle Hymn of the Republic* plays. The *About* window looks like this:

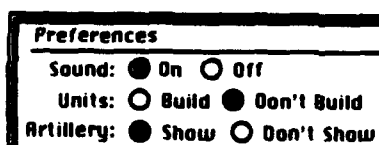


Once the application has loaded into memory, the Chooser dialog box appears.

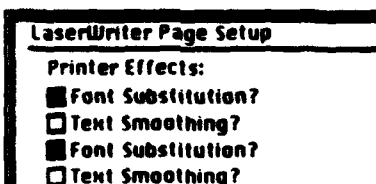
## Dialog Boxes

A *dialog box* can present information to you, request information from you, or both. In most cases, dialog boxes appear in response either to a command that you have chosen or to some action that you have taken. When a dialog box requests information, it does so by presenting you with options.

Four kinds of options may be found in dialog boxes:



- **Radio buttons** Within a group of options among which you may select only one, small round buttons appear before each option name. These are called *radio buttons*. To *select* or *deselect* a radio button, click on the round button itself or on the name of the option following the button. Only one radio button option in a set may be selected at a time: selecting any one will deselect all others. A set of radio buttons are usually physically adjacent. Several sets of radio buttons may appear in a single dialog box, but only one from each set may be selected at any one time. A radio button indicates that an option is selected when the button is filled black and is deselected when the button is empty.



- **Check boxes** Within a group of options among which you may select any number of alternatives, a small square button appears before each option name. This is a *check box*. To *select* or *deselect* a check box, click on the

square before the option name or directly on the option name itself. If that option was previously deselected, it will become selected; if it was selected, the option will become deselected. Multiple check boxes within a set may be selected or deselected. A check box indicates that an option is selected when an x is displayed and is deselected when the box is empty.

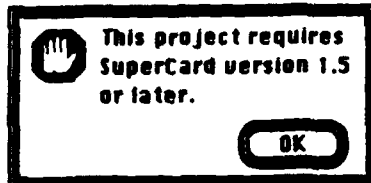
- **Option boxes** An option for which you must enter data has one or more *option boxes*. Most option boxes contain default data when the dialog box first appears. When this default data is selected (highlighted with white characters on a black background), you can enter new values from the keyboard and the default data will be replaced. To *select* a value in an option box, double-click on a newly entered value or drag over the current value. In a dialog box that contains several option boxes, you can move from one option box to the next by pressing the **tab** key.

- **Pop-up menu** An option that is presented as a *pop-up menu* displays only the current option setting when its dialog box first appears. To view the list of alternatives for such an option, you must select the current option (or an icon in some cases) by pressing and holding down the mouse button on top of it. This will “pop-up” a menu displaying the available options. An option is selected from the pop-up menu by dragging up or down the listing and releasing the mouse button when the name of the desired alternative is highlighted. If an option in a pop-

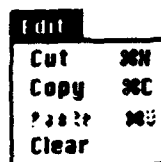
up menu is followed by an ellipsis (...), choosing it will bring up yet another dialog box, which contains additional options.



Once you have finished entering, selecting, and choosing options, you may exit a dialog box by clicking on buttons. The most common buttons are the **OK** and **Cancel** buttons. Buttons may also serve as commands when they are placed within dialog boxes, where they are used to indicate an action or bring up another dialog box.



Dialog boxes that do not request information are known as *alert boxes*, since their purpose is to alert you of some fact. Some alert boxes alert you of the consequences of the action you are about to take and allow you to abort that action. Others inform you of some event that has already happened, allowing you only to acknowledge that you are aware of the event.



You will notice that an option, command, or menu is sometimes *dimmed*. A dimmed item indicates that it has no effect on a certain situation. Dimmed items cannot be chosen or selected.

### Chooser Dialog Box

The first window to appear after the About window contains the Chooser dialog box. This dialog box contains three buttons: Instructions, Introduction, and Battle Map. If you are not familiar with the Macintosh interface, click on the *Instructions* button and you will be presented with a tutorial on how to navigate through this application. (See Appendix A - "SuperCard Scripts for The Antietam Staff Ride" to



view the program's code.) For a description of the events leading up the battle, click on the *Introduction* button. (See Appendix B - "Introduction to the Battle" to view the four maps and narrative contained in the *Introduction*.) Once you finish the introduction, you will go to the *Battle Map*. To go directly to the battle map, click on the *Battle Map* button.

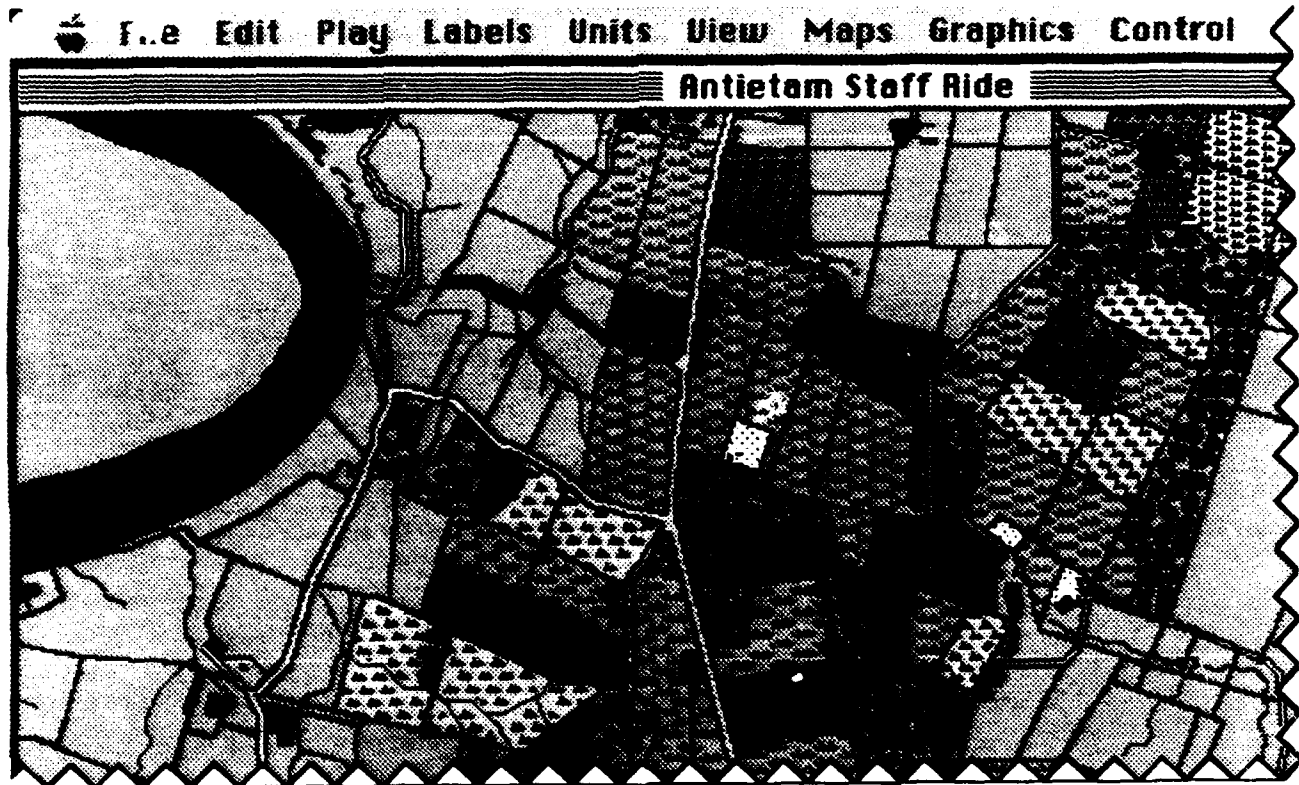
The *Chooser* dialog box looks like this:



## Menus and Commands

The following describes the menus and commands available when the Battle Map is displayed.

Keyboard equivalents are listed in parentheses whenever applicable. The **Battle Map** and its menu bar look like this:



### The Apple (🍏) menu

The **Apple** menu behaves exactly as it does within all other Macintosh applications and at the Finder. You have access to all desk accessories currently available to your System file. When running under MultiFinder with System 6.x.x, your **Apple** menu also contains a list of other applications currently running. Choosing any one of these applications will

bring it forward as the active application and send The Antietam Staff Ride to the background.

**About Antietam...** Choose this command to display the same startup window that is displayed when launching the application. To close this window, click anywhere on the window.

**Help...** Choose this command to access The Antietam Staff Ride on-line help system. This allows you to access information about menus and commands without leaving the application.

File	
Editor Pallet	
Print Map...	⌘P
Print Window...	
Print Selection...	
Preferences...	
Quit...	⌘Q

## The File menu

As in most Macintosh applications, The Antietam Staff Ride **File** menu controls document-level activities, including the editing, setting preferences, and printing maps.

**Editor Pallet...** The **Editor Pallet** command brings up the SuperCard Runtime Editor floating pallet. This pallet contains the menus available in the SuperCard Runtime Editor. The Runtime Editor allows you to make changes to The Antietam Staff Ride while it is running and immediately see the consequences of your editing. (See page 81 of the SuperCard Addendum 1.5.)

**Print Map... (⌘-P)** The **Print Map** command prints the current map of the current window. If the map is larger than the paper size in your printer, the map will be printed a section at a time on as many sheets of paper as necessary. You can then fit together the pieces of paper as though they were tiles of a larger picture.

**Print Window...** The **Print Window** command prints every card of the active window.

**Print Selection...** The **Print Selection** command allows you to select a portion of a map or card for printing. After choosing this command, your cursor will change to a cross hair. Place the cross hair at the upper left-hand corner of the area to be printed, press down on the mouse button, and drag to the bottom right-hand corner. After you release the mouse button, the area selected will be sent to the printer.

**Preferences...** The **Preferences** command brings up the *Preferences* dialog box which allows you to control the manner information is presented. Audio battle cues such as cannon and rifle fire can be turned on or off by selecting either the *On* or *Off* Sound radio button. Units may be displayed then hidden or remain on the map as subsequent units are displayed by selecting either the *Builds* or *Don't Build* Unit radio button. Divisional artillery may be displayed or remain hidden by selecting either the *Show* or *Don't Show* Artillery radio button.

The *Preferences* dialog box looks like this:

**Preferences**

Sound: ☒ On ☐ Off

Units: ☐ Build ☒ Don't Build

Artillery: ☒ Show ☐ Don't Show

Cancel OK

**Quit (⌘-Q)** The **Quit** command exits the Antietam Staff Ride application, closing all open windows.

Edit	
Undo	⌘Z
Cut	⌘H
Copy	⌘C
Paste	⌘U
Clear	
Select All	⌘A
Show Clipboard	

## The Edit menu

Most of the commands in the **Edit** menu will be familiar to you if you have worked in other Macintosh applications.

**Undo (⌘-Z)** The **Undo** command steps backward to the previous operation performed. The **Undo** command will be dimmed if the last operation cannot be undone.

**Cut (⌘-H)** The **Cut** command deletes one or more selected objects and stores them on the Macintosh Clipboard, replacing the Clipboard's previous contents. If no object is selected, the **Cut** command is dimmed.

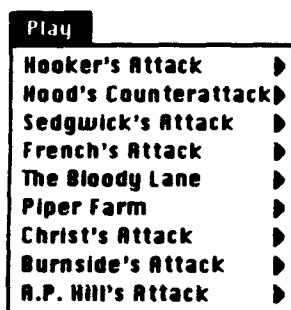
**Copy (⌘-C)** The **Copy** command makes a copy of one or more selected objects and stores them in the Macintosh Clipboard, replacing the Clipboard's previous contents. If no object is selected, the **Copy** command is dimmed.

**Paste (⌘-U)** The **Paste** command makes a copy of the items in the Macintosh Clipboard and places them on the current card in the current window. If the Clipboard is empty, the **Paste** command is dimmed.

**Clear (delete, backspace, or clear)** The **Clear** command deletes one or more selected objects, but does so without placing them in the Clipboard or disturbing the Clipboard's contents. If no object is selected, the **Clear** command is dimmed.

**Select All (⌘-A)** The **Select All** command selects every object on the current card of the current window.

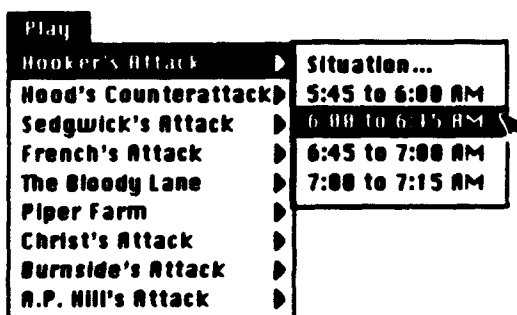
**Show Clipboard** The **Show Clipboard** command opens the Clipboard widow and displays the contents of the Clipboard.



## The Play menu

The **Play** menu allows you to select and view animated replays of the Battle of Antietam. The battle has been divided into eight parts: Hooker's Attack, Hood's Counterattack, Sedgwick's Attack, French's Attack, The Bloody Lane, Piper Farm, Christ's Attack, Burnside's Attack, and A.P. Hill's Attack. This version covers Hooker's attack and Hood's counterattack. Follow-on versions will include the remaining battles and situations. A hierarchical menu will appear when you select one of the **Play** menu items. Each hierarchical menu contains a situation and several time period menu items.

**Situation...** This menu item brings up a battlefield map and a dialog box. Information on the situation and disposition of units prior to this particular engagement is presented through a sequence of overlays and narrative text. A narrative explanation of each overlay is presented in the dialog box each time the *Next* button is clicked. Click on the *Back* button to return to the previous overlay and narrative explanation.



**5:45 to 6:00** Each of the eight engagements listed is further divided into 15 to 30 minute segments. If you select the **Situation** menu item first, you may transition through each of the time segments. You also have the option of selecting a particular time segment.

Labels
Hide All
Towns
Roads
Farms
Bridges
Churches
Industry
Woods
Fords
CSA Infantry Units
CSA Artillery Units
USA Infantry Units
USA Artillery Units

Units
Hide All
CSA Infantry Units
CSA Artillery Units
USA Infantry Units
USA Artillery Units

View
CSA Casualties
USA Casualties
CSA Leaders
USA Leaders
CSA Order of Battle
USA Order of Battle
Notes
Bibliography

Maps
Harper's Ferry - Sep 15
Harper's Ferry - Sep 16
Harper's Ferry - Sep 17
Sharpsburg - Sep 17
Cornfield

## The Labels menu

The commands of the **Labels** menu toggle the display of Battle Map label overlays. These label overlays include the names of towns, roads, farms, bridges, churches, industry, woods, fords, and CSA and USA infantry and artillery units. A check mark appears before each overlay that is currently displayed. The **Hide All** command hides all currently displayed label overlays.

## The Units menu

The commands of the **Units** menu toggle the display of CSA and USA infantry and artillery units. A check mark appears before each unit that is currently displayed. The **Hide All** command hides all currently displayed unit overlays.

## The View menu

The commands of the **View** menu affect the display of battle casualty data, pictures of key leaders, order of battle data, notes, and the bibliography. A hierarchical menu pops up displaying the names of the key leaders when either the **USA Leaders** or **CSA Leaders** menu items are selected.

## The Maps menu

The commands of **Maps** menu affect the display of the situation at Harper's Ferry on September 15, 16, and 17; the situation at Sharpsburg at dawn on

September 17; and a map of the area around the Cornfield.

**Graphics**

**Map Legend**  
**Photo Markers**  
**Narrative Balloons**

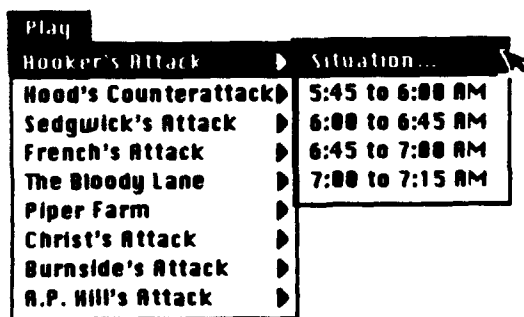
## **The Graphics menu**

The commands of the **Graphics** menu affect the display of the map legend, photograph markers, and narrative balloons. The **Map Legend** menu item displays the graphics used on the maps to represent cover, roads, and fences. The map legend is shown in Appendix F. The **Photo Markers** menu item displays small white arrows on the current map. These arrows indicate the location and direction of view for a color photograph. To bring up the photograph, simply click on the arrow. The **Narrative Balloons** menu item displays small white balloons on the current map. These balloons indicate human interest stories that occurred at this location. To bring up the narrative, click on the balloon.



## Battle Map

This section explains the use of the **Battle Map** menus and provides examples of the data available through use of these menu commands. Prior to viewing the animated battle, the user may access a situation brief for each of the phases listed in the **Play** menu. For example, to view the situation brief for Hooker's attack choose the **Hooker's Attack** command from the **Play** menu and a submenu is displayed at the right edge of the **Hooker's Attack** command. Continue holding the mouse button and drag the pointer to the submenu command **Situation**. Once the submenu command **Situation** is highlighted release the mouse button and the first situation narrative window will be displayed.

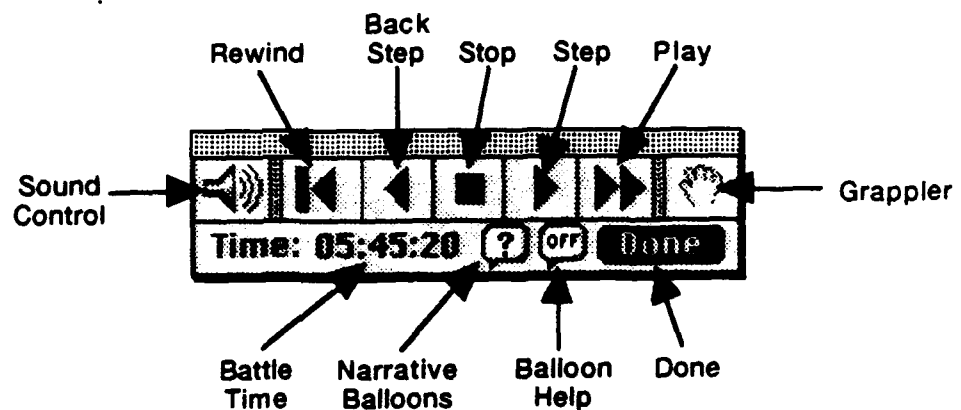


This window can be positioned anywhere on the screen by clicking on the shaded bar at the top of the window and dragging the window to a new position. To view the next narrative card, click the *Next* button. A new overlay or short animation is displayed with each new narrative card. To go back to the previous narrative and overlay, click on the *Back* button. The sequence of screen snapshots in Appendix C shows part of the situation brief for Hooker's Attack.

After the last situation narrative and overlay, you zoom to a small-scale battle map for the animated replay. When the small-scale battle map opens, the Battle Map is moved to the background of the screen and its menu is hidden. The first 10 map overlays in the animated sequence of Hooker's Attack is shown in Appendix D.

### **Navigator Palette**

Control of the battle animation is done using the Navigator Palette. The Navigator Palette looks like this:



**Sound Button** If the sound waves are visible on the speaker, audio cues such as rifle and cannon fire will be played through the Macintosh stereo speakers. To turn the sound off, click once on the speaker and the sound waves will disappear. Click once again and the sound waves will reappear.



**Rewind Button** Click on the *Rewind* button to return to the first overlay in the animated sequence.



**Back Step Button** Click on the *Back Step* button to step back to the previous overlay.



**Stop Button** Click on the *Stop* button to stop the animated sequence.



**Step Button** Click on the *Step* button to step through the animated sequence one frame at a time. When stepping through the animated battle sequence, a dialog box is presented for each overlay describing the events taking place.



**Play Button** Click on the *Play* button view the animated movement of units at approximately one frame a second.



**Grabber** The *Grabber* is used to scroll the map. Click on the *Grabber* and your cursor will change to a small open hand. Click on the map and drag in the direction you want the map to move.



**Done Button** Click on the *Done* button to return to the large-scale Battle Map.



**Balloon Help** Click on the *Balloon Help* button to turn on System 7 balloon help. Once balloon help is on, when you place the cursor over any of the buttons on the Navigator Palette, a small balloon will pop up with a description of the button.



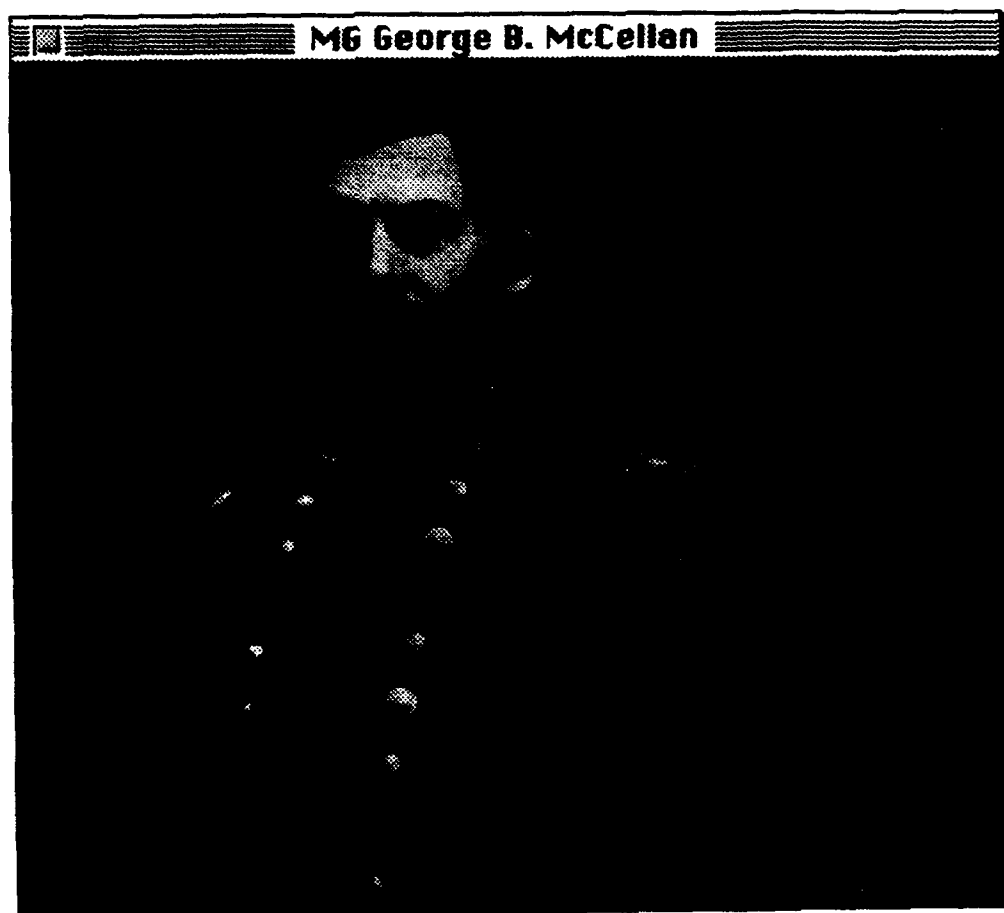
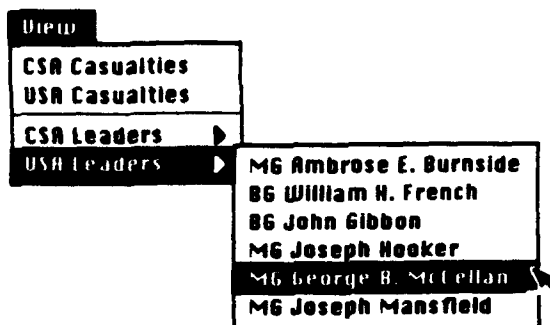
**Narrative Balloons** Click on the *Narrative Balloons* button to display small narrative balloons on the map. When clicked on, these balloons bring up a narrative concerning an event which took place at this point on the battlefield.

**Time: 05:45:20**

**Battle Time** The time displayed is the approximate battle time.

## Battle Leaders

This user can view scanned photographs or paintings of the key leaders of the battle by using the **View** menu. For example, to display the photograph of Major General McCellan, choose the **USA Leaders** command from the **View** menu and a submenu is displayed. Continue holding the mouse button down and drag the pointer to the submenu command **M G George B. McCellan**. Once the submenu command **M G George B. McCellan** is highlighted, release the mouse button and the photograph will appear.



## Order of Battle



You can access order of battle data two different ways. The first way is by clicking on a unit shown on the Battle Map. For example, when the unit labeled Hartsuff is clicked on, the unit data dialog box shown in figure 12 appears.

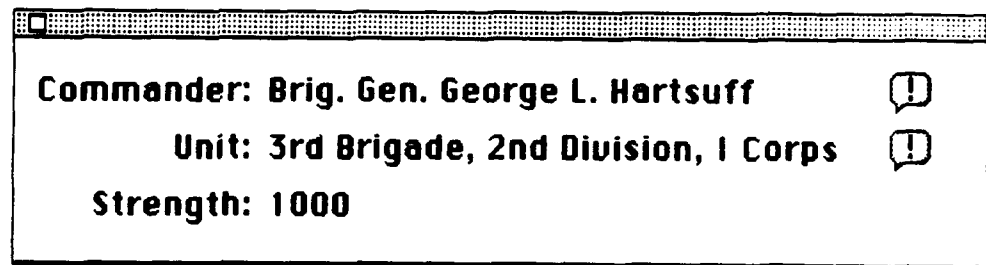


Figure 12. Unit Data Dialog Box

As the dialog box shows, Hartsuff is the commander of the 1st Brigade, 2nd Division, I Corps. If you click and hold the mouse down on the small balloon on the right side of the dialog box, the subordinate units of this brigade are displayed. When you let up on the mouse, the subordinate units are hidden. The subordinate unit data for Hartsuff's Brigade is shown in figure 13.

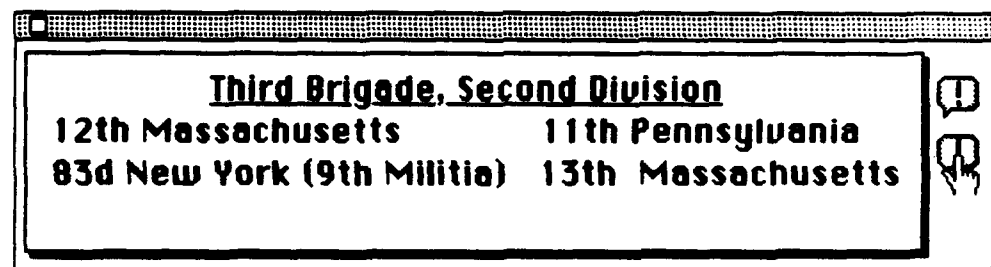
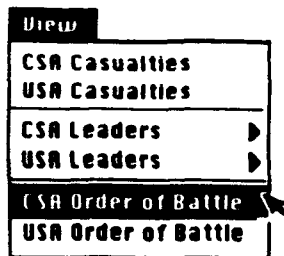


Figure 13. Subordinate Unit Data Displayed



The second way to access order of battle data is to choose either the **CSA Order of Battle** or **USA Order of Battle** command from the **View** menu. For example, if you choose the **CSA Order of Battle** command the window shown in figure 14 is displayed. The diagram in the window shows the subordinate corps, reserve artillery, and cavalry of the Army of Northern Virginia. Click on any of the subordinate unit names to view their order of battle diagram. The order battle charts go down to battalion level for infantry units and battery level for artillery units. See Appendix E for order of battle examples.

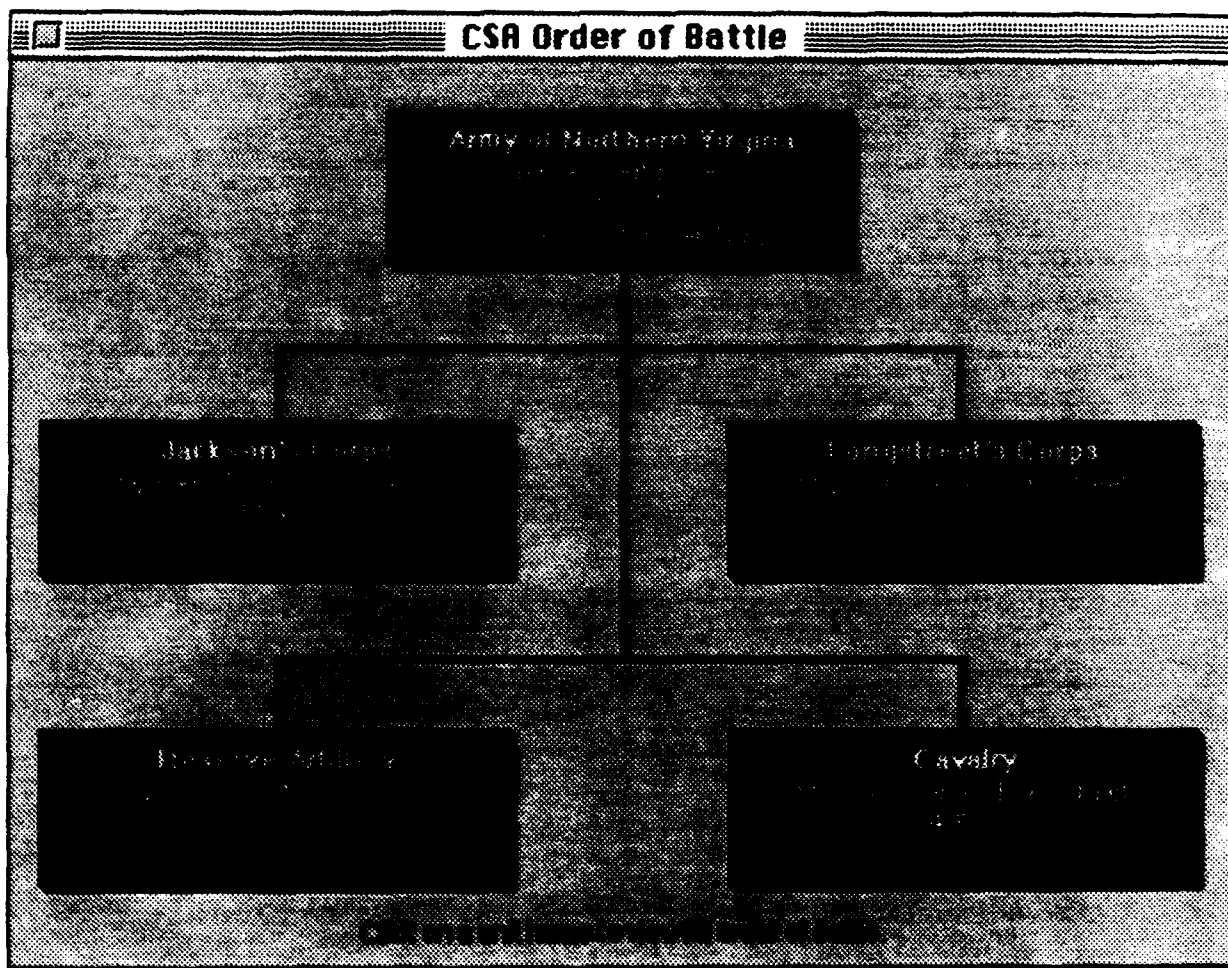


Figure 14. CSA Order of Battle

## Battle Casualties

Casualties for the USA and CSA can be viewed by choosing either the **CSA Casualties** or **USA Casualties** commands from the **View** menu. The USA casualty Chart in figure 15 is displayed when **USA Casualties** is selected from the **View** menu.

USA Casualties								
Unit	Commander	Present	Engd	KIA	WIA	MIA	Total	Percent
I Corps	Hooker	14856	3425	140	638	34	812	23.7
	Doubleday		3158	172	946	86	1204	38.1
	Ricketts		2855	105	466	2	573	20.1
	Meade							
II Corps	Sumner	18813	4029	210	942	16	1168	29.0
	Richardson		5437	373	1593	244	2210	40.6
	Sedgwick		5740	331	1498	151	1980	34.5
	French							
U Corps	Porter	12930						
	Sykes		2274	17	90	2	109	4.8
UI Corps	Franklin	12300						
	Slocum		(Unk)	6	58	2	66	(Unk)
	Smith		2585	66	277	31	374	14.5
IX Corps	Cox	13819						
	Willcox		3248	62	327	7	396	12.2
	Sturgis		3254	136	532	11	679	20.9
	Rodman		2914	225	821	148	1194	41.0
	Scammon		3154	36	192	27	255	8.1
XII Corps	Mansfield	10126						
	Williams		4735	160	863	135	1158	24.5
	Greene		2504	111	515	114	740	29.6
Cavalry		4320	4320	7	23	0	30	0.7
		87164	53632	2157	9717	1009	12882	24.0
Done								

Figure 15. Summary of USA Casualties

# Appendix A. SuperCard Scripts for The Antietam Staff Ride

## Antietam Staff Ride PROJECT SCRIPT

Antietam Staff Ride  
Version 1.0b16

THE MESSAGE HANDLERS USED IN THIS SCRIPT:

checkVersion, installMyMenus, loadMapName, openMapWindow, calculateWindowPct,  
setPreferences, closeMyMenus, showNarrative,

THE FUNCTION HANDLERS USED IN THIS SCRIPT:

none

XCMD'S USED BY THIS SCRIPT:

none

----- Startup Scripts: -----

```
on openProject
  set cursor to watch
  hide menuBar
  checkVersion
  set the loc of wd "About Antietam" to the screenLoc
  play "Yankee Song"
  play "Yankee Song"
  setPreferences
  loadMapName
  installMyMenus
  hide msg
  visual dissolve slowly
  go next cd
  --openMapWindow
end openProject

on checkVersion
  set cursor to watch
  get version()
  put last word of it into verNum
  if verNum < 1.5 then
    set the loc of wd "Alerts" to the screenLoc
    open inv wd "Alerts"
    go cd "Alert 1"
    put "This project requires SuperCard version 1.5 or later."~
      into bg fld "Message" of cd "Alert 1" of this wd
    show this wd
    exit checkVersion
  end if
end checkVersion
```



## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
on loadMapName
  Global ProjectName    --The name of this project.
  Global MapName        --The name of the map window.
  Global SectionName    --The name of the map card.
  set cursor to watch
  put the short name of this project into ProjectName
  put the short name of wd 2 into MapName
  put the short name of cd 1 of wd 2 into SectionName
end loadMapName

on openMapWindow
  Global ProjectName
  Global MapName
  Global SectionName
  Global SoundIsOn
  set cursor to watch
  set the loc of wd MapName of ProjectName to -1000,-1000
  show menuBar
  open wd MapName of ProjectName
  set the scroll of wd MapName of ProjectName to 323,134
  calculateWindowRect
  set the rect of wd MapName of ProjectName to the result
  close wd "About Antietam" of ProjectName
  set the loc of wd "Introduction" of ProjectName to the screenLoc
  open wd "Introduction" of ProjectName
end openMapWindow

on calculateWindowRect
  set cursor to watch
  get the screenRect
  add 3 to item 1 of it
  add 40 to item 2 of it
  subtract 3 from item 3 of it
  subtract 3 from item 4 of it
  put it into windowRect
  return windowRect
end calculateWindowRect

----- Install Menus/Load Data Scripts: -----

on installMyMenus
  Global ProjectName
  Global RunTimeMens
  set cursor to watch
  put empty into RunTimeMens
  set lockMenus to true
  -- What menus are currently installed? Save their names into a variable.
  repeat with x = 1 to the number of current menus
    put the long name of currentMenu(x) into line x of RunTimeMens
  end repeat
  -- Now kill the menus.
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
repeat with x = 1 to the number of lines in RunTimeMenus
    remove line x of RunTimeMenus
end repeat
-- Now open my own menus.
get the number of menus
put it - 20 into numMenus
repeat with x = 1 to numMenus
    insert menu x
end repeat
insert menu "Hooker's Attack" into item 1 of menu "Play"
insert menu "Hood's Counterattack" into item 2 of menu "Play"
insert menu "Sedgwick's Attack" into item 3 of menu "Play"
insert menu "French's Attack" into item 4 of menu "Play"
insert menu "USA Leaders" into item "USA Leaders" of menu "View"
insert menu "CSA Leaders" into item "CSA Leaders" of menu "View"
end installMyMenus

on setPreferences
    Global ProjectName
    Global SoundIsOn
    Global ShowArtillery
    Global BuildUnits
    if the hilite of cd btn "On" of cd "Preferences" of wd "Preferences" is
true then
        put "Yes" into SoundIsOn
        set the checkMark of item "Sound On" of menu "Control" of ProjectName
to true
    else
        put "No" into SoundIsOn
        set the checkMark of item "Sound On" of menu "Control" of ProjectName
to false
    end if
    if the hilite of cd btn "Show" of cd "Preferences" of wd "Preferences" is
true then
        put "Yes" into ShowArtillery
    else
        put "No" into ShowArtillery
    end if
    if the hilite of cd btn "Build" of cd "Preferences" of wd "Preferences" is
true then
        put "Yes" into BuildUnits
    else
        put "No" into BuildUnits
    end if
end setPreferences

----- Shutdown Scripts: -----

on closeProject
    Global ProjectName
    Global SoundIsOn
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
set cursor to watch
closeMyMenus
set numberformat to "0"
put the freesize of this project into theSize
if theSize > 200 then
    set the loc of wd "Notes" to the screenLoc
    put "Compacting the file"&return&ProjectName&"..." into-
        bg fld "Message" of cd "Note 1" of wd "Notes"
    open wd "Notes"
    Compact
    close wd "Notes"
end if
if the helpBalloons is true then
    set the helpBalloons to false
end if
if SoundIsOn is "Yes" then play "Taps"
wait 5 seconds
end closeProject

on closeMyMenus
    set cursor to watch
    set the lockMenus to true
    put empty into menuList
    put empty into menusToKill
    -- First, find out which menus are mine.
    repeat with x = 1 to the number of menus
        put return & the long name of menu x after menuList
    end repeat
    -- Now find out which of my menus are installed.
    repeat with x = 1 to the number of current menus
        if currentMenu(x) is in menuList then
            put return & currentMenu(x) after menusToKill
        end if
    end repeat
    -- Now remove my installed menus.
    repeat with x = 1 to the number of lines in menusToKill
        if line x of menusToKill is not empty then
            remove line x of menusToKill
        end if
    end repeat
    set the lockMenus to false
end closeMyMenus

on showNarrative
    Global ProjectName
    set cursor to watch
    put the short name of the target into cardName
    set the loc of wd "Narrative" of ProjectName to the screenLoc
    open cd cardName of wd "Narrative" of ProjectName
end showNarrative
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### **(MENU #1: Apple) ITEM #1: About Antietam...**

---

```
on itemSelect
  Global ProjectName
  set the loc of window "About Antietam" to the screenLoc
  open window "About Antietam" of projectName
end itemSelect
```

### **(MENU #1: Apple) ITEM #2: Help...**

---

```
on itemSelect
  answer "This option not available."
end itemSelect
```

### **MENU # 2: File**

---

```
function projName theName
  -- parses the long name of a project from any other long name
  repeat with x = 1 to the number of words in theName
    if word x of theName is "Project" then
      put word (x + 1) to the number of words in theName of theName into
      projName
      delete char 1 of projName
      delete last char of projName
      return projName
    end if
  end repeat
  return empty
end projName
```

### **(MENU #2: File) ITEM #1: Editor Pallet**

---

```
on itemSelect
  editor pal
end itemSelect
```

### **(MENU #2: File) ITEM #3: Print Map...**

---

```
on itemSelect
  answer "This option not available."
  -- Global MapName
  -- send "print card" to wd MapName
end itemSelect
```

### **(MENU #2: File) ITEM #4: Print Window...**

---

```
on itemSelect
  answer "This option not available."
end itemSelect
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### (MENU #2: File) ITEM #5: Print Selection...

```
on itemSelect
  answer "This option not available."
  --trace
  -- global ShowClipboardOpen
  -- repeat until not exists(last cd grc of cd "Clipboard" of wd "Clipboard")
  --   delete last grc of cd "Clipboard" of wd "Clipboard"
  -- end repeat
  -- save all
  -- put SNAPict("Init") into a
  -- if the colorWorld then put 1500 into tune
  -- else put 200 into tune
  -- if not hasMemory(tune * 1024) then
  --   open in: wd "Alerts"
  --   set loc of this wd to screenLoc()
  --   go cd "Alert 2"
  --   put "Requires 1500K of free memory to run adequately in color, and 200K-
  --   for black and white." into bg fld "Message" of cd "Alert 2" of wd
  "Alerts"
  --   show this wd
  --   exit itemSelect
  -- end if
  -- lock screen
  -- cut empty
  -- get hasMemory(8000 * 1024)
  -- put the number of grcs into saveNum
  -- put Snapict("User")
  -- send "itemSelect" to item "Show Clipboard" of menu "Edit"
  -- setWindow wd "Clipboard"
  -- if the number of cd grcs <> saveNum then
  --   beep
  --   answer "Not enough memory to capture image."
  --   delete last cd grc of cd "Clipboard" of wd "Clipboard"
  -- end if
end itemSelect
```

### (MENU #2: File) ITEM #7: Preferences...

```
on itemSelect
  Global ProjectName
  set the loc of wd "Preferences" of ProjectName to the screenLoc
  open wd "Preferences" of ProjectName
end itemSelect
```

### (MENU #2: File) ITEM #9: Quit

```
on itemSelect
  -- Close all wds to quit.
  Close all wds
end itemSelect
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### ANTIETAM STAFF RIDE MENU # 3: Edit

```
on itemSelect
  answer "This option not available."
end itemSelect
```

### (MENU #3: Edit) ITEM #1: Undo

```
on itemSelect
  revert -- works in conjunction with the save commands in
  -- the other menu items
end itemSelect
```

### (MENU #3: Edit) ITEM #2: -----

```
on itemSelect

end itemSelect
```

### (MENU #3: Edit) ITEM #3: Cut

```
on itemSelect
  put the selectedField into sField
  put the selectedChunk into sChunk
  save
  if sField is not empty
  then if sChunk is not empty then select sChunk
  put
end itemSelect
```

### (MENU #3: Edit) ITEM #4: Copy

```
on itemSelect
  copy
end itemSelect
```

### (MENU #3: Edit) ITEM #5: Paste

```
on itemSelect
  -- put the selectedField into sField
  -- put the selectedChunk into sChunk
  -- save
  -- IF sField is NOT empty
  -- THEN IF sChunk is NOT empty THEN select sChunk
  --set tool of this wd to pointer
  paste
  --set tool of this wd to browse
end itemSelect
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### (MENU #3: Edit) ITEM #6: Clear

---

```
on itemSelect
  Global ProjectName
  put the selectedChunk into sChunk
  put the selectedField into sField
  save

  -- clear a text selection
  if sField is not empty then
    if sChunk is not empty then
      -- handle a flashing cursor in a word
      if word 4 of sChunk > word 2 of sChunk then
        select sChunk
        put empty into the selection
      else do "select after char"&& word 4 of sChunk &&"of"&& sField -- WORKS
        AROUND BUG IN SC
      end if
    end if
    exit itemSelect
  end if

  -- text was not selected so save contents of clipboard to scrap
  open window "clipboard scrap" of ProjectName
  put empty into contents
  -- clipboard contains text
  if clipboard() = "Text" then
    put "Text" into contents
    choose browse tool
    select text of fld "Text Scrap"
    paste text
  end if

  -- clipboard contains objects
  if clipboard() = "Objects" then
    put "Object" into contents
    choose pointer tool
    paste objects
  end if

  -- clipboard contains card
  if clipboard() = "CARD" then
    put "CARD" into contents
    paste card
  end if
  close window "clipboard scrap" of ProjectName

  cut -- cut selected objects

  -- restore contents of clipboard
  open window "clipboard scrap" of ProjectName

  if contents is "Text" then
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
choose browse tool
select text of field "Text Scrap"
cut
end if

if contents is "Object" then
  choose pointer tool

  -- selected is an undocumented object property
  -- true = the object is selected
  -- false = the object is not selected
  repeat with i=1 to the number of btns
    set the selected of btn i to true -- selected is undocumented property
  end repeat

  repeat with i=1 to the number of cd flds
    set the selected of cd fld i to true
  end repeat

  repeat with i=1 to the number of cd graphics
    set the selected of cd graphic i to true
  end repeat
  cut objects
end if

if contents is "Card" then
  go to card 2
  cut card
end if

close window "clipboard scrap" of ProjectName
end itemSelect
```

---

### (MENU #3: Edit) ITEM #7: Select All

```
on itemSelect
  if the selectedField is not empty
    then select text of the selectedField
  end if
end itemSelect
```

---

### (MENU #3: Edit) ITEM #8: -----

```
on itemSelect

end itemSelect
```

---

### (MENU #3: Edit) ITEM #9: Show Clipboard

```
on itemSelect
  answer "This option is not available."
end itemSelect
```



## Appendix A. SuperCard Scripts for The Antietam Staff Ride

**(MENU #4: Play):** .....

---

```
on itemSelect
  Global ProjectName
  Global ProjectPlaying
  put "Hooker's Attack 1" into ProjectPlaying
  lock screen
  set the loc of wd "Cornfield" of project "Hooker's Attack 2" to the
screenLoc
  open wd "Cornfield" of project "Hooker's Attack 2"
  set the loc of wd "Cornfield" of ProjectPlaying to the screenLoc
  open wd "Cornfield" of ProjectPlaying
  open wd "Navigator" of ProjectName
  set the checkMark of item "Palette" of menu "Control" of ProjectName to true
  unlock screen
end itemSelect
```

**(MENU #4: Play) ITEM #1: Hooker's Attack**

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

**(MENU #4: Play) ITEM #1: Hood's Counterttack**

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

**(MENU #4: Play) ITEM #1: Sedgwick's Attack**

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

**(MENU #4: Play) ITEM #1: French's Attack**

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

**(MENU #4: Play) ITEM #1: The Bloody Lane**

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

**(MENU #4: Play) ITEM #1: Piper Farm**

---

```
on itemSelect
  pass itemSelect
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
end itemSelect
```

---

### (MENU #4: Play) ITEM #1: Christ's Attack

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #4: Play) ITEM #1: Burnside's Attack

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #4: Play) ITEM #1: A.P. Hill's Attack

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #5: Labels) ITEM #1: Hide All

```
on itemSelect
  Global ProjectName
  lock screen
  set cursor to busy
  get the number of items in menu "Labels" of ProjectName
  put it into numGraphics
  set cursor to busy
  repeat with n = 2 to numGraphics
    set cursor to busy
    if the checkMark of item n of menu "Labels" of ProjectName is true then
      send "itemSelect" to item n of menu "Labels" of ProjectName
    end if
  end repeat
  unlock screen
end itemSelect
```

---

### (MENU #5: Labels) ITEM #2: -----

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #5: Labels) ITEM #3: Towns

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
```

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```
set cursor to busy
lock screen
if the checkMark of the target is false then
  show grc "Sharpsburg"
  show grc "Mercersville"
  show grc "Porterstown"
  show grc "Smocketown"
  set the checkMark of the target to true
else
  hide grc "Sharpsburg"
  hide grc "Mercersville"
  hide grc "Porterstown"
  hide grc "Smocketown"
  set the checkMark of the target to false
end if
unlock screen
end itemSelect
```

### **(MENU #5: Labels) ITEM #4: Roads**

---

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Hagerstown Pike"
    show grc "Smocketown Road"
    show grc "Boonsboro Pike"
    show grc "Shepherdstown Road"
    show grc "Lower Bridge Road"
    show grc "Sawmill Road"
    --show grc "Harpers Ferry Road"
    show grc "Landing Road"
    set the checkMark of the target to true
  else
    hide grc "Hagerstown Pike"
    hide grc "Smocketown Road"
    hide grc "Boonsboro Pike"
    hide grc "Shepherdstown Road"
    hide grc "Lower Bridge Road"
    hide grc "Sawmill Road"
    --hide grc "Harpers Ferry Road"
    hide grc "Landing Road"
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

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### (MENU #5: Labels) ITEM #5: Farms

---

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Avey"
    show grc "Blackford"
    show grc "Clipp"
    show grc "Coffman"
    show grc "Cox"
    show grc "R. Damer"
    show grc "Ecker"
    show grc "Hauser"
    show grc "Heinz"
    show grc "Hoffman"
    show grc "Hotzel"
    show grc "Kennedy"
    show grc "Line"
    show grc "Magraw"
    show grc "C. Michael"
    show grc "Middlekauf"
    show grc "D.R. Miller"
    show grc "J.F. Miller"
    show grc "M. Miller"
    show grc "Morrison"
    show grc "Mumma"
    show grc "Neikirk"
    show grc "Newcomer"
    show grc "Newcomer "
    show grc "Nicodemus"
    show grc "D. Otto"
    show grc "J. Otto"
    show grc "H. Piper"
    show grc "S.D. Piper"
    show grc "A. Poffenberger"
    show grc "John Poffenberger"
    show grc "Jos. Poffenberger"
    show grc "S. Poffenberger"
    show grc "Pry"
    show grc "Reel"
    show grc "H. Rohrbach"
    show grc "N. Rohrbach"
    show grc "Roulette"
    show grc "Rowe"
    show grc "Schneibele"
    show grc "Sherrick"
    show grc "D. Smith"
    show grc "Snively"
```

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```
show grc "Thomas"
set the checkMark of the target to true
else
hide grc "Avey"
hide grc "Blackford"
hide grc "Clipp"
hide grc "Coffman"
hide grc "Cox"
hide grc "E. Damer"
hide grc "Ecker"
hide grc "Hauser"
hide grc "Heins"
hide grc "Hoffman"
hide grc "Hotzel"
hide grc "Kennedy"
hide grc "Line"
hide grc "Magraw"
hide grc "C. Michael"
hide grc "Middlekauf"
hide grc "D.R. Miller"
hide grc "J.F. Miller"
hide grc "M. Miller"
hide grc "Morrison"
hide grc "Mumma"
hide grc "Neikirk"
hide grc "Newcomer"
hide grc "Newcomer "
hide grc "Nicomodemus"
hide grc "D. Otto"
hide grc "J. Otto"
hide grc "H. Piper"
hide grc "S.D. Piper"
hide grc "A. Poffenberger"
hide grc "John Poffenberger"
hide grc "Jos. Poffenberger"
hide grc "S. Poffenberger"
hide grc "Pry"
hide grc "Reel"
hide grc "H. Rohrbach"
hide grc "N. Rohrbach"
hide grc "Roulette"
hide grc "Rowe"
hide grc "Schneibele"
hide grc "Sherrick"
hide grc "D. Smith"
hide grc "Snively"
hide grc "Thomas"
set the checkMark of the target to false
end if
unlock screen
end itemSelect
```

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### (MENU #5: Labels) ITEM #6: Bridges

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "The Upper Bridge"
    show grc "The Middle Bridge"
    show grc "The Lower Bridge"
    set the checkMark of the target to true
  else
    hide grc "The Upper Bridge"
    hide grc "The Middle Bridge"
    hide grc "The Lower Bridge"
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

### (MENU #5: Labels) ITEM #7: Churches

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Dunkard Church"
    show grc "Lutheran Church"
    show grc "Ground Squirrel Church"
    set the checkMark of the target to true
  else
    hide grc "Dunkard Church"
    hide grc "Lutheran Church"
    hide grc "Ground Squirrel Church"
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

### (MENU #5: Labels) ITEM #8: Industry

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
```

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```
if the checkMark of the target is false then
  show grc "New Industry"
  show grc "Quarry"
  show grc "Stone Mill"
  show grc "S. Pry Mill"
  set the checkMark of the target to true
else
  hide grc "New Industry"
  hide grc "Quarry"
  hide grc "Stone Mill"
  hide grc "S. Pry Mill"
  set the checkMark of the target to false
end if
unlock screen
end itemSelect
```

### (MENU #5: Labels) ITEM #9: Woods

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "The North Woods"
    show grc "The East Woods"
    show grc "The West Woods"
    set the checkMark of the target to true
  else
    hide grc "The North Woods"
    hide grc "The East Woods"
    hide grc "The West Woods"
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

### (MENU #5: Labels) ITEM #10: Fords

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Snavely's Ford"
    show grc "Myer's Ford"
    set the checkMark of the target to true
  else
```

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```
hide grc "Snavelly's Ford"
hide grc "Myer's Ford"
set the checkMark of the target to false
end if
unlock screen
end itemSelect
```

**(MENU #5: Labels) ITEM #11: -----**

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

**(MENU #5: Labels) ITEM #12: CSA Infantry Units**

---

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Jones Label"
    show grc "Grigsby Label"
    show grc "Lawton Label"
    show grc "31GA Label"
    show grc "Trimble Label"
    show grc "Ripley Label"
    show grc "Taliaferro Label"
    show grc "Starke Label"
    show grc "Law Label"
    show grc "Wofford Label"
    show grc "Hays Label"
    show grc "Early Label"
    show grc "Cav Label"
    set the checkMark of the target to true
  else
    hide grc "Jones Label"
    hide grc "Grigsby Label"
    hide grc "Lawton Label"
    hide grc "31GA Label"
    hide grc "Trimble Label"
    hide grc "Ripley Label"
    hide grc "Taliaferro Label"
    hide grc "Starke Label"
    hide grc "Law Label"
    hide grc "Wofford Label"
    hide grc "Hays Label"
    hide grc "Early Label"
    hide grc "Cav Label"
    set the checkMark of the target to false
  end if
```



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```
if the checkMark of item "CSA Infantry" of menu "Units" of ProjectName is
false then-
  send itemSelect to item "CSA Infantry" of menu "Units" of ProjectName
  unlock screen
end itemSelect
```

### (MENU #5: Labels) ITEM #13: CSA Artillery Units

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Poague Label"
    show grc "S D Lee Label"
    show grc "Patterson Label"
    show grc "Johnson Label"
    show grc "Brockenbrough Label"
    show grc "Pelham Label"
    show grc "Carpenter Label"
    show grc "Wooding Label"
    show grc "Balthis Label"
    show grc "Raine Label"
    show grc "Ross Label"
    show grc "D'Aquin Label"
    set the checkMark of the target to true
  else
    hide grc "Poague Label"
    hide grc "S D Lee Label"
    hide grc "Patterson Label"
    hide grc "Johnson Label"
    hide grc "Brockenbrough Label"
    hide grc "Pelham Label"
    hide grc "Carpenter Label"
    hide grc "Wooding Label"
    hide grc "Balthis Label"
    hide grc "Raine Label"
    hide grc "Ross Label"
    hide grc "D'Aquin Label"
    set the checkMark of the target to false
  end if
  if the checkMark of item "CSA Artillery" of menu "Units" of ProjectName is
false then-
    send itemSelect to item "CSA Artillery" of menu "Units" of ProjectName
    unlock screen
  end itemSelect
```

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(MENU #5: Labels)      ITEM #14: -----

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

(MENU #5: Labels)      ITEM #15: USA Infantry Units

---

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show grc "Hofmann Label"
    show grc "Patrick Label"
    show grc "Gibbon Label"
    show grc "Phelps Label"
    show grc "Christian Label"
    show grc "3PA Cav Label"
    show grc "Anderson Label"
    show grc "Magilton Label"
    show grc "Hartsuff Label"
    show grc "Duryea Label"
    show grc "PA Res Label"
    show grc "2PA Label"
    show grc "13PA Label"
    show grc "5PA Label"
    show grc "Hooker Label"
    set the checkMark of the target to true
  else
    hide grc "Hofmann Label"
    hide grc "Patrick Label"
    hide grc "Gibbon Label"
    hide grc "Phelps Label"
    hide grc "Christian Label"
    hide grc "3PA Cav Label"
    hide grc "Anderson Label"
    hide grc "Magilton Label"
    hide grc "Hartsuff Label"
    hide grc "Duryea Label"
    hide grc "PA Res Label"
    hide grc "2PA Label"
    hide grc "13PA Label"
    hide grc "5PA Label"
    hide grc "Hooker Label"
    set the checkMark of the target to false
  end if
  if the checkMark of item "USA Infantry" of menu "Units" of ProjectName is
  false then-
    send itemSelect to item "USA Infantry" of menu "Units" of ProjectName
```

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```
unlock screen  
end itemSelect
```

### **(MENU #5: Labels) ITEM #16: USA Artillery Units**

---

```
on itemSelect  
  Global ProjectName  
  Global MapName  
  setWindow wd MapName of ProjectName  
  set cursor to busy  
  lock screen  
  if the checkMark of the target is false then  
    show grc "Campbell Label"  
    show grc "Edgell Label"  
    show grc "Monroe Label"  
    show grc "Reynolds Label"  
    show grc "Ransom Label"  
    show grc "Thompson Label"  
    show grc "Cooper Label"  
    show grc "Matthews Label"  
    show grc "Simpson Label"  
    set the checkMark of the target to true  
  else  
    hide grc "Campbell Label"  
    hide grc "Edgell Label"  
    hide grc "Monroe Label"  
    hide grc "Reynolds Label"  
    hide grc "Ransom Label"  
    hide grc "Thompson Label"  
    hide grc "Cooper Label"  
    hide grc "Matthews Label"  
    hide grc "Simpson Label"  
    set the checkMark of the target to false  
  end if  
  if the checkMark of item "USA Artillery" of menu "Units" of ProjectName is  
false then--  
    send itemSelect to item "USA Artillery" of menu "Units" of ProjectName  
    unlock screen  
  end itemSelect
```

### **(MENU #6: Units) ITEM #1: Hide All**

---

```
on itemSelect  
  Global ProjectName  
  lock screen  
  set cursor to busy  
  get the number of items in menu "Units" of ProjectName  
  put it into numGraphics  
  set cursor to busy  
  repeat with n = 2 to numGraphics  
    set cursor to busy
```

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```

    if the checkMark of item n of menu "Units" of ProjectName is true then
        send "itemSelect" to item n of menu "Units" of ProjectName
    end if
end repeat
if the checkMark of item "CSA Infantry" of menu "Units" is true then
    set the checkMark of item "CSA Infantry Units" of menu "Names" of
ProjectName to false
end if
if the checkMark of item "CSA Artillery" of menu "Units" is true then
    set the checkMark of item "CSA Artillery Units" of menu "Names" of
ProjectName to false
end if
if the checkMark of item "USA Infantry" of menu "Units" is true then
    set the checkMark of item "USA Infantry Units" of menu "Names" of
ProjectName to false
end if
if the checkMark of item "USA Artillery" of menu "Units" is true then
    set the checkMark of item "USA Artillery Units" of menu "Names" of
ProjectName to false
end if
unlock screen
end itemSelect

```

**(MENU #6: Units) ITEM #2: -----**

```

on itemSelect
    pass itemSelect
end itemSelect

```

**(MENU #6: Units) ITEM #3: CSA Infantry**

```

on itemSelect
    Global ProjectName
    Global MapName
    setWindow wd MapName of ProjectName
    set cursor to busy
    lock screen
    if the checkMark of the target is false then
        show grc "Jones"
        show grc "Grigsby"
        show grc "Lawton"
        show grc "31GA"
        show grc "Trimble"
        show grc "Ripley"
        show grc "Law"
        show grc "Wofford"
        show grc "Taliaferro"
        show grc "Starke"
        show grc "Hays"
        show grc "Early"
        show grc "Cav 1"
    end if
end itemSelect

```

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```
show grc "Cav 2"
show grc "Cav 3"
show grc "Cav 4"
show grc "Cav 5"
show grc "Jones Label"
show grc "Grigsby Label"
show grc "Lawton Label"
show grc "31GA Label"
show grc "Trimble Label"
show grc "Ripley Label"
show grc "Law Label"
show grc "Wofford Label"
show grc "Taliaferro Label"
show grc "Starke Label"
show grc "Hays Label"
show grc "Early Label"
show grc "Cav Label"
set the checkMark of the target to true
if the checkMark of item "CSA Infantry Units" of menu "Labels" is false
then
    set the checkMark of item "CSA Infantry Units" of menu "Labels" of
    ProjectName to true
    end if
else
    hide grc "Jones"
    hide grc "Grigsby"
    hide grc "Lawton"
    hide grc "31GA"
    hide grc "Trimble"
    hide grc "Ripley"
    hide grc "Law"
    hide grc "Wofford"
    hide grc "Taliaferro"
    hide grc "Starke"
    hide grc "Hays"
    hide grc "Early"
    hide grc "Cav 1"
    hide grc "Cav 2"
    hide grc "Cav 3"
    hide grc "Cav 4"
    hide grc "Cav 5"
    hide grc "Jones Label"
    hide grc "Grigsby Label"
    hide grc "Lawton Label"
    hide grc "31GA Label"
    hide grc "Trimble Label"
    hide grc "Ripley Label"
    hide grc "Law Label"
    hide grc "Wofford Label"
    hide grc "Taliaferro Label"
    hide grc "Starke Label"
```

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```
hide grc "Hays Label"
hide grc "Early Label"
hide grc "Jay Label"
set the checkMark of the target to false
if the checkMark of item "CSA Infantry Units" of menu "Labels" is true
then
    set the checkMark of item "CSA Infantry Units" of menu "Labels" of
    ProjectName to false
end if
end if
unlock screen
end itemSelect
```

### **(MENU #6: Units) ITEM #4: CSA Artillery**

---

```
on itemSelect
    Global ProjectName
    Global MapName
    setWindow wd MapName of ProjectName
    set cursor to busy
    lock screen
    if the checkMark of the target is false then
        show grc "Poague"
        show grc "Brockenbrough"
        show grc "Patterson"
        show grc "S D Lee"
        show grc "Johnson"
        show grc "Pelham"
        show grc "Carpenter"
        show grc "Wooding"
        show grc "Balthis"
        show grc "Raine"
        show grc "Ross"
        show grc "D'Aquin"
        show grc "Poague Label"
        show grc "Brockenbrough Label"
        show grc "Patterson Label"
        show grc "S D Lee Label"
        show grc "Johnson Label"
        show grc "Pelham Label"
        show grc "Carpenter Label"
        show grc "Wooding Label"
        show grc "Balthis Label"
        show grc "Raine Label"
        show grc "Ross Label"
        show grc "D'Aquin Label"
        set the checkMark of the target to true
        if the checkMark of item "CSA Artillery Units" of menu "Labels" of
        ProjectName is false then
            set the checkMark of item "CSA Artillery Units" of menu "Labels" of
            ProjectName to true
```

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```

    end if
  else
    hide grc "Prague"
    hide grc "Brockenbrough"
    hide grc "Patterson"
    hide grc "S D Lee"
    hide grc "Johnson"
    hide grc "Pelham"
    hide grc "Carpenter"
    hide grc "Wooding"
    hide grc "Balthis"
    hide grc "Raine"
    hide grc "Ross"
    hide grc "D'Aquin"
    hide grc "Prague Label"
    hide grc "Brockenbrough Label"
    hide grc "Patterson Label"
    hide grc "S D Lee Label"
    hide grc "Johnson Label"
    hide grc "Pelham Label"
    hide grc "Carpenter Label"
    hide grc "Wooding Label"
    hide grc "Balthis Label"
    hide grc "Raine Label"
    hide grc "Ross Label"
    hide grc "D'Aquin Label"
    set the checkMark of the target to false
    if the checkMark of item "CSA Artillery Units" of menu "Labels" of
ProjectName is true then
      set the checkMark of item "CSA Artillery Units" of menu "Labels" of
ProjectName to false
    end if
  end if
  unlock screen
end itemSelect

```

**(MENU #6: Units)      ITEM #5: -----**

```

on itemSelect
  pass itemSelect
end itemSelect

```

**(MENU #6: Units)      ITEM #6: USA Infantry**

```

on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then

```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
show grc "Hofmann"
show grc "Patrick"
show grc "Gibbon"
show grc "Phelps"
show grc "Christian"
show grc "3PA Cav"
show grc "Anderson"
show grc "Magilton"
show grc "Hartsuff"
show grc "Duryea"
show grc "PA Res"
show grc "2PA"
show grc "13PA"
show grc "5PA"
show grc "Hofmann Label"
show grc "Patrick Label"
show grc "Gibbon Label"
show grc "Phelps Label"
show grc "Christian Label"
show grc "3PA Cav Label"
show grc "Anderson Label"
show grc "Magilton Label"
show grc "Hartsuff Label"
show grc "Duryea Label"
show grc "PA Res Label"
show grc "2PA Label"
show grc "13PA Label"
show grc "5PA Label"
set the checkMark of the target to true
if the checkMark of item "USA Infantry Units" of menu "Labels" of
ProjectName is false then
    set the checkMark of item "USA Infantry Units" of menu "Labels" of
ProjectName to true
end if
else
hide grc "Hofmann"
hide grc "Patrick"
hide grc "Gibbon"
hide grc "Phelps"
hide grc "Christian"
hide grc "3PA Cav"
hide grc "Anderson"
hide grc "Magilton"
hide grc "Hartsuff"
hide grc "Duryea"
hide grc "PA Res"
hide grc "2PA"
hide grc "13PA"
hide grc "5PA"
hide grc "Hofmann Label"
hide grc "Patrick Label"
```



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```
hide grc "Bibb Label"
hide grc "Phelps Label"
hide grc "Christian Label"
hide grc "IPA Cav Label"
hide grc "Anderson Label"
hide grc "Magilton Label"
hide grc "Hartsuff Label"
hide grc "Curryea Label"
hide grc "PA Res Label"
hide grc "IPA Label"
hide grc "13PA Label"
hide grc "5PA Label"
set the checkMark of the target to false
if the checkMark of item "USA Infantry Units" of menu "Labels" of
ProjectName is true then
    set the checkMark of item "USA Infantry Units" of menu "Labels" of
ProjectName to false
end if
end if
unlock screen
end itemSelect
```

### **(MENU #6: Units) ITEM #7: USA Artillery**

---

```
on itemSelect
    Global ProjectName
    Global MapName
    setWindow wd MapName of ProjectName
    set cursor to busy
    lock screen
    if the checkMark of the target is false then
        show grc "Campbell"
        show grc "Edgell"
        show grc "Monroe"
        show grc "Reynolds"
        show grc "Ransom"
        show grc "Thompson"
        show grc "Cooper"
        show grc "Matthews"
        show grc "Simpson"
        show grc "Campbell Label"
        show grc "Edgell Label"
        show grc "Monroe Label"
        show grc "Reynolds Label"
        show grc "Ransom Label"
        show grc "Thompson Label"
        show grc "Cooper Label"
        show grc "Matthews Label"
        show grc "Simpson Label"
        set the checkMark of the target to true
    end if
end itemSelect
```

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```
if the checkMark of item "USA Artillery Units" of menu "Labels" of
ProjectName is false then
    set the checkMark of item "USA Artillery Units" of menu "Labels" of
ProjectName to true
end if
else
    hide grc "Campbell"
    hide grc "Edgell"
    hide grc "Monroe"
    hide grc "Reynolds"
    hide grc "Ransom"
    hide grc "Thompson"
    hide grc "Cooper"
    hide grc "Matthews"
    hide grc "Simpson"
    hide grc "Campbell Label"
    hide grc "Edgell Label"
    hide grc "Monroe Label"
    hide grc "Reynolds Label"
    hide grc "Ransom Label"
    hide grc "Thompson Label"
    hide grc "Cooper Label"
    hide grc "Matthews Label"
    hide grc "Simpson Label"
    set the checkMark of the target to false
    if the checkMark of item "USA Artillery Units" of menu "Labels" of
ProjectName is true then
        set the checkMark of item "USA Artillery Units" of menu "Labels" of
ProjectName to false
    end if
end if
unlock screen
end itemSelect
```

---

### (MENU #7: View) ITEM #1: CSA Casualties

```
on itemSelect
    open wd "CSA Casualties" of project "Antietam Glossary"
end itemSelect
```

---

### (MENU #7: View) ITEM #2: USA Casualties

```
on itemSelect
    open wd "USA Casualties" of project "Antietam Glossary"
end itemSelect
```

---

### (MENU #7: View) ITEM #3: .....

```
on itemSelect
    pass itemSelect
end itemSelect
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### (MENU #7: View) ITEM #4: CSA Leaders

```
on itemSelect  
  pass itemSelect  
end itemSelect
```

### (MENU #7: View) ITEM #5: USA Leaders

```
on itemSelect  
  pass itemSelect  
end itemSelect
```

### (MENU #7: View) ITEM #6: .....

```
on itemSelect  
  pass itemSelect  
end itemSelect
```

### (MENU #7: View) ITEM #7: CSA Order of Battle

```
on itemSelect  
  open wd "CSA Order of Battle" of project "Antietam Glossary"  
end itemSelect
```

### (MENU #7: View) ITEM #8: USA Order of Battle

```
on itemSelect  
  open wd "USA Order of Battle" of project "Antietam Glossary"  
end itemSelect
```

### (MENU #8: Maps) ITEM #1: Harper's Ferry - Sep 15

```
on itemSelect  
  Global ProjectName  
  open wd "Introduction" of ProjectName  
end itemSelect
```

### (MENU #8: Maps) ITEM #2: Harper's Ferry - Sep 16

```
on itemSelect  
  Global ProjectName  
  open wd "Harper's Ferry Sep 16" of ProjectName  
end itemSelect
```

### (MENU #8: Maps) ITEM #3: Harper's Ferry - Sep 17

```
on itemSelect  
  Global ProjectName  
  open wd "Harper's Ferry Sep 17" of ProjectName  
end itemSelect
```

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### (MENU #8: Maps) ITEM #4: Sharpsburg - Sep 17

```
on itemSelect
  Global ProjectName
  open wd "Sharpsburg Sep 17" of ProjectName
end itemSelect
```

### (MENU #8: Maps) ITEM #5: Cornfield

```
on itemSelect
  Global ProjectName
  open inv wd "Cornfield" of Project "Hooker's Attack 1"
  go cd "Cornfield Map" of inv wd "Cornfield" of Project "Hooker's Attack 1"
  show wd "Cornfield" of Project "Hooker's Attack 1"
end itemSelect
```

### (MENU #9: Graphics) ITEM #1: Map Legend

```
on itemSelect
  Global ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    set the loc of wd "Map Legend" of ProjectName to the screenLoc
    open wd "Map Legend" of ProjectName
    set the checkMark of the target to true
  else
    close wd "Map Legend" of ProjectName
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

### (MENU #9: Graphics) ITEM #2: Photo Markers

```
on itemSelect
  Global ProjectName
  Global MapName
  setWindow wd MapName of ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    show cd btn "Photo Marker 1"
    show cd btn "Industrial Revolution"
    set the checkMark of the target to true
  else
    hide cd btn "Photo Marker 1"
    hide cd btn "Industrial Revolution"
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

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### (MENU #9: Graphics) ITEM #3: Narrative Balloons

```
on itemSelect
  Global ProjectName
  set cursor to busy
  lock screen
  if the checkMark of the target is false then
    send showNarrativeBalloons to this cd
    show grp "On" of cd "Navigator" of wd "Navigator" of ProjectName
    set the checkMark of the target to true
  else
    send hideNarrativeBalloons to this cd
    hide grp "On" of cd "Navigator" of wd "Navigator" of ProjectName
    set the checkMark of the target to false
  end if
  unlock screen
end itemSelect
```

### (MENU #10: Control) ITEM #1: Palette

```
on itemSelect
  Global ProjectName
  Global MapName
  set cursor to watch
  setWindow wd MapName of ProjectName
  if the checkMark of the target is false then
    open wd "Navigator" of project ProjectName
    set the checkMark of the target to true
  else
    close wd "Navigator" of project ProjectName
    set the checkMark of the target to false
  end if
end itemSelect
```

### (MENU #10: Control) ITEM #2: -----

```
on itemSelect
  pass itemSelect
end itemSelect
```

### (MENU #10: Control) ITEM #3: Rewind

```
on itemSelect
  send "go to first card" to topwindow()
end itemSelect
```

### (MENU #10: Control) ITEM #4: Back Step

```
on itemSelect
  send "go to prev card" to topwindow()
end itemSelect
```

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---

### (MENU #10: Control) ITEM #5: Stop

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #10: Control) ITEM #6: Step

---

```
on itemSelect
  send "go to next card" to topwindow()
end itemSelect
```

---

### (MENU #10: Control) ITEM #7: Play

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #10: Control) ITEM #8: -----

---

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #10: Control) ITEM #9: Sound On

---

```
on itemSelect
  Global SoundIsOn
  set cursor to watch
  if the checkMark of the target is false then
    put "Yes" into SoundIsOn
    set the checkMark of the target to true
  else
    put "No" into SoundIsOn
    set the checkMark of the target to false
  end if
end itemSelect
```

---

### (MENU #11: Hooker's Attack) ITEM #1: Situation...

---

```
on itemSelect
  open wd "Situation" of project "Hooker's Attack 1"
end itemSelect
```

---

### (MENU #11: Hooker's Attack) ITEM #2: 5:45 to 6:00 AM

---

```
on itemSelect
  Global ProjectName
  Global ProjectPlaying
  put "Hooker's Attack 1" into ProjectPlaying
  lock screen
```

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```
set the loc of wd "Cornfield" of ProjectPlaying to the screenLoc
open wd "Cornfield" of ProjectPlaying
open wd "Navigator" of ProjectName
set the checkMark of item "Palette" of menu "Control" of ProjectName to true
unlock screen
end itemSelect
```

### (MENU #11: Hooker's Attack) ITEM #3: 6:00 to 6:45 AM

```
on itemSelect
  Global ProjectName
  Global ProjectPlaying
  set cursor to watch
  put "Hooker's Attack 2" into ProjectPlaying
  lock screen
  set the loc of wd "Cornfield" of ProjectPlaying to the screenLoc
  open wd "Cornfield" of ProjectPlaying
  open wd "Navigator" of ProjectName
  set cursor to watch
  set the checkMark of item "Palette" of menu "Control" of ProjectName to true
  unlock screen
end itemSelect
```

### (MENU #11: Hooker's Attack) ITEM #4: 6:45 to 7:00 AM

```
on itemSelect
  pass itemSelect
end itemSelect
```

### (MENU #11: Hooker's Attack) ITEM #5: 7:00 to 7:15 AM

```
on itemSelect
  pass itemSelect
end itemSelect
```

### (MENU #12: Hood's Counterattack) ITEM #1: Situation...

```
on itemSelect
  --open wd "Situation" of project "Hood's Counterattack"
end itemSelect
```

### (MENU #12: Hood's Counterattack) ITEM #2: 7:15 to 7:45 AM

```
--on itemSelect
-- Global ProjectName
-- Global ProjectPlaying
-- put "Hood's Counterattack" into ProjectPlaying
-- lock screen
-- set the loc of wd "Cornfield" of ProjectPlaying to the screenLoc
-- open wd "Cornfield" of ProjectPlaying
```

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```
-- open wd "Navigator" of ProjectName
-- set the checkMark of item "Palette" of menu "Control" of ProjectName to
true
-- unlock screen
--end itemSelect
```

---

### (MENU #12: Hood's Counterattack) ITEM #3: 7:45 to 8:15 AM

```
--on itemSelect
-- Global ProjectName
-- Global ProjectPlaying
-- set cursor to watch
-- put "Hood's Counterattack" into ProjectPlaying
-- lock screen
-- set the loc of wd "Cornfield" of ProjectPlaying to the screenLoc
-- open wd "Cornfield" of ProjectPlaying
-- open wd "Navigator" of ProjectName
-- set cursor to watch
-- set the checkMark of item "Palette" of menu "Control" of ProjectName to
true
-- unlock screen
--end itemSelect
```

---

### (MENU #12: Hood's Counterattack) ITEM #4: 8:15 to 8:30 AM

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (MENU #12: Hood's Counterattack) ITEM #5: 8:30 to 9:00 AM

```
on itemSelect
  pass itemSelect
end itemSelect
```

---

### (WD #1, BG #1, CD #1)

```
on showNarrativeBalloons
  set cursor to watch
  lock screen
  show grc "Samual Mumma"
  unlock screen
end showNarrativeBalloons
```

```
on hideNarrativeBalloons
  set cursor to watch
  lock screen
  hide grc "Samual Mumma"
  unlock screen
end hideNarrativeBalloons
```



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### (WD #1, BG #1, CD #1) BUTTON #1: Introduction

```
on mouseUp
  Global ProjectName
  Global MapName
  lock screen
  set the loc of wd "Introduction" of ProjectName to the screenLoc
  open wd "Introduction" of ProjectName
  hide wd "About Antietam" of ProjectName
  unlock screen
end mouseUp
```

### (WD #1, BG #1, CD #1) BUTTON #2: Instructions

```
on mouseUp
  answer "Not available in this version."
end mouseUp
```

### (WD #1, BG #1, CD #1) BUTTON #3: Battle Map

```
on mouseUp
  Global ProjectName
  Global MapName
  set cursor to watch
  lock screen
  --set the loc of wd MapName of ProjectName to -1000,-1000
  show menuBar
  open inv wd MapName of ProjectName
  set the scroll of wd MapName of ProjectName to 328,134
  calculateWindowRect
  set the rect of wd MapName of ProjectName to the result
  show wd MapName of ProjectName
  close wd "About Antietam"
  unlock screen
end mouseUp
```

### (WD #2, BG #1) BUTTON #1: Hooker

```
on mouseUp

end mouseUp
```

### (WD #2, BG #1, CD #1) BUTTON #1: Photo Marker 1

```
on mouseUp
  open wd "Photos" of project "Color Photos"
end mouseUp
```

## **Appendix A. SuperCard Scripts for The Antietam Staff Ride**

---

### **(WD #2, BG #1, CD #1) BUTTON #2: Industrial Revolution**

```
on mouseUp
  launch "Industrial Revolution" with "Simple Player"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #25: Hartsuff**

```
on mouseUp
  open cd "Hartsuff" of wd "USA Units"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #26: Duryea**

```
on mouseUp
  open cd "Duryea" of wd "USA Units"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #85: Anderson**

```
on mouseUp
  open cd "Anderson" of wd "USA Units"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #86: Magilton**

```
on mouseUp
  open cd "Magilton" of wd "USA Units"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #89: 2PA**

```
on mouseUp
  open cd "2PA" of wd "USA Units"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #90: 13PA**

```
on mouseUp
  open cd "13PA" of wd "USA Units"
end mouseUp
```

---

### **(WD #2, BG #1, CD #1) GRAPHIC #91: 5PA**

```
on mouseUp
  open cd "5PA" of wd "USA Units"
end mouseUp
```

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**(WD #2, BG #1, CD #1) GRAPHIC #101: Anderson Label**

---

```
on mouseUp
  open cd "Anderson" of wd "USA Units"
end mouseUp
```

**(WD #2, BG #1, CD #1) GRAPHIC #104: 2PA Label**

---

```
on mouseUp
  open cd "2PA" of wd "USA Units"
end mouseUp
```

**(WD #2, BG #1, CD #1) GRAPHIC #118: 13PA Label**

---

```
on mouseUp
  open cd "13PA" of wd "USA Units"
end mouseUp
```

**(WD #2, BG #1, CD #1) GRAPHIC #119: 5PA Label**

---

```
on mouseUp
  open cd "5PA" of wd "USA Units"
end mouseUp
```

**(WD #2, BG #1, CD #1) GRAPHIC #199: Samuel Mumma**

---

```
on mouseUp
  showNarrative
end mouseUp
```

**(WD #3, BG #1) BUTTON #1: Done**

---

```
on mouseUp
  close this wd
  open wd "Harper's Ferry" of project "Antietam Campaign Maps"
end mouseUp
```

**(WD #3, BG #1) BUTTON #2: Back**

---

```
on mouseUp
  visual dissolve
  go prev cd
end mouseUp
```

**(WD #3, BG #1, CD #1) BUTTON #1: Back**

---

```
on mouseUp
  Global ProjectName
  lock screen
  close this wd
  show wd "About Antietam" of ProjectName
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
unlock screen  
end mouseUp
```

---

### (WD #4, BG #1, CD #1) BUTTON #1: On

```
on mouseUp  
  Global ProjectName  
  setSound 104, 105, short id of me  
  hide grc "Sound Off" of cd "Navigator" of wd "Navigator" of ProjectName  
end mouseUp
```

---

### (WD #4, BG #1, CD #1) BUTTON #2: Off

```
on mouseUp  
  Global ProjectName  
  setSound 104, 105, short id of me  
  show grc "Sound Off" of cd "Navigator" of wd "Navigator" of ProjectName  
end mouseUp
```

---

### (WD #4, BG #1, CD #1) BUTTON #3: Build

```
on mouseUp  
  setPreference 107, 108, short id of me  
end mouseUp
```

---

### (WD #4, BG #1, CD #1) BUTTON #4: Don't Build

```
on mouseUp  
  setPreference 107, 108, short id of me  
end mouseUp
```

---

### (WD #4, BG #1, CD #1) BUTTON #5: OK

```
on mouseUp  
  Global SoundIsOn  
  Global ShowArtillery  
  if the hilite of cd btn "On" is true then  
    put "Yes" into SoundIsOn  
  else  
    put "No" into SoundIsOn  
  end if  
  if the hilite of cd btn "Show" is true then  
    put "Yes" into ShowArtillery  
  else  
    put "No" into ShowArtillery  
  end if  
  close this wd  
end mouseUp
```

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**(WD #4, BG #1, CD #1) BUTTON #6: Cancel**

---

```
on mouseUp
  close this wd
end mouseUp
```

**(WD #4, BG #1, CD #1) BUTTON #7: Show**

---

```
on mouseUp
  setArtillery 107, 108, short id of me
end mouseUp
```

**(WD #4, BG #1, CD #1) BUTTON #8: Don't Show**

---

```
on mouseUp
  setArtillery 107, 108, short id of me
end mouseUp
```

**(WD #5, BG #1) BUTTON #1: OK**

---

```
on mouseUp
  close this wd
end mouseUp
```

**(WD #7, BG #1, CD #1) FIELD #10: Battle Time**

```
on mouseEnter
  show help balloon at rect of me with cd fld "Battle Time Help"
end mouseEnter
```

**(WD #7, BG #1, CD #1) BUTTON #1: Grabbler**

---

```
on mouseUp
  -- This first loop does nothing but hold the script until the
  -- mouse is down.
  repeat until the mouse is down
    put 5 into a
  end repeat
  -- This sends the grabber message to the topwindow()
  repeat until the mouse is up
    send "grabber" to topwindow()
  end repeat
end mouseUp
```

```
on mouseEnter
  show help balloon at rect of me with cd fld "Gabbler"
end mouseEnter
```

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### (WD #7, BG #1, CD #1) BUTTON #2: Rewind

```
on mouseEnter
  show help balloon at rect of me with cd fld "Rewind"
end mouseEnter

on mouseUp
  send "go to first card" to topwindow()
end mouseUp
```

### (WD #7, BG #1, CD #1) BUTTON #3: Back Step

```
on mouseEnter
  show help balloon at rect of me with cd fld "Back Step"
end mouseEnter

on mouseUp
  send "go to prev card" to topwindow()
end mouseUp
```

### (WD #7, BG #1, CD #1) BUTTON #4: Stop

```
on mouseEnter
  show help balloon at rect of me with cd fld "Stop"
end mouseEnter

on mouseUp
  answer "Not available in this version."
end mouseUp
```

### (WD #7, BG #1, CD #1) BUTTON #5: Step

```
on mouseEnter
  show help balloon at rect of me with cd fld "Step"
end mouseEnter

on mouseUp
  Global ViewMethod
  put "Step" into ViewMethod
  send "go to next card" to topwindow()
end mouseUp
```

### (WD #7, BG #1, CD #1) BUTTON #6: Play

```
on mouseEnter
  show help balloon at rect of me with cd fld "Play"
end mouseEnter

on mouseUp
  Global ProjectName
  Global ProjectPlaying
```

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```
Global ViewMethod
put "Continuous" into ViewMethod
set cursor to watch
set the hilite of me to true
setWindow wd "Cornfield" of ProjectPlaying
if ProjectPlaying is "Hooker's Attack 1" then
  go cd "Cornfield 05:45:20"
  go cd "Cornfield 05:45:40"
  go cd "Cornfield 05:46:00"
  go cd "Cornfield 05:46:20"
  go cd "Cornfield 05:46:40"
  go cd "Cornfield 05:46:40.5"
  go cd "Cornfield 05:47:00"
  go cd "Cornfield 05:47:20"
  go cd "Cornfield 05:47:40"
  go cd "Cornfield 05:48:00"
  go cd "Cornfield 05:48:20"
  go cd "Cornfield 05:48:40"
  go cd "Cornfield 05:49:00"
  go cd "Cornfield 05:49:20"
  go cd "Cornfield 05:49:40"
  go cd "Cornfield 05:50:00"
  go cd "Cornfield 05:50:20"
  go cd "Cornfield 05:50:40"
  go cd "Cornfield 05:51:00"
  go cd "Cornfield 05:51:20"
  go cd "Cornfield 05:51:40"
  go cd "Cornfield 05:52:00"
  go cd "Cornfield 05:52:20"
  go cd "Cornfield 05:52:40"
  go cd "Cornfield 05:53:00"
  go cd "Cornfield 05:53:20"
  go cd "Cornfield 05:53:40"
  go cd "Cornfield 05:54:00"
  go cd "Cornfield 05:54:20"
  go cd "Cornfield 05:54:40"
  go cd "Cornfield 05:55:00"
  go cd "Cornfield 05:55:20"
  go cd "Cornfield 05:55:40"
  go cd "Cornfield 05:56:00"
  go cd "Cornfield 05:56:20"
  go cd "Cornfield 05:56:40"
  go cd "Cornfield 05:57:00"
  go cd "Cornfield 05:57:20"
  go cd "Cornfield 05:57:40"
  go cd "Cornfield 05:58:00"
  go cd "Cornfield 05:58:20"
  go cd "Cornfield 05:58:40"
  go cd "Cornfield 05:59:00"
  go cd "Cornfield 05:59:20"
  go cd "Cornfield 05:59:40"
```

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```
end if
if ProjectPlaying is "Hooker's Attack 2" then
  go cd "Cornfield 06:00:00"
  go cd "Cornfield 06:01:00"
  go cd "Cornfield 06:02:00"
  go cd "Cornfield 06:03:00"
  go cd "Cornfield 06:04:00"
  go cd "Cornfield 06:05:00"
  go cd "Cornfield 06:06:00"
  go cd "Cornfield 06:07:00"
  go cd "Cornfield 06:08:00"
  go cd "Cornfield 06:09:00"
  go cd "Cornfield 06:10:00"
  go cd "Cornfield 06:11:00"
  go cd "Cornfield 06:12:00"
  go cd "Cornfield 06:13:00"
  go cd "Cornfield 06:14:00"
  go cd "Cornfield 06:15:00"
  go cd "Cornfield 06:16:00"
  go cd "Cornfield 06:17:00"
  go cd "Cornfield 06:18:00"
  go cd "Cornfield 06:19:00"
  go cd "Cornfield 06:20:00"
  go cd "Cornfield 06:21:00"
  go cd "Cornfield 06:22:00"
  go cd "Cornfield 06:23:00"
  go cd "Cornfield 06:24:00"
  go cd "Cornfield 06:25:00"
  go cd "Cornfield 06:26:00"
  go cd "Cornfield 06:27:00"
  go cd "Cornfield 06:28:00"
  go cd "Cornfield 06:29:00"
  go cd "Cornfield 06:30:00"
  go cd "Cornfield 06:31:00"
  go cd "Cornfield 06:32:00"
  go cd "Cornfield 06:33:00"
  go cd "Cornfield 06:34:00"
  go cd "Cornfield 06:35:00"
  go cd "Cornfield 06:36:00"
  go cd "Cornfield 06:37:00"
  go cd "Cornfield 06:38:00"
  go cd "Cornfield 06:39:00"
  go cd "Cornfield 06:40:00"
  go cd "Cornfield 06:41:00"
  go cd "Cornfield 06:42:00"
  go cd "Cornfield 06:43:00"
  go cd "Cornfield 06:44:00"
  go cd "Cornfield 06:45:00"
end if
set the hilite of me to false
end mouseUp
```



## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### (WD #7, BG #1, CD #1) BUTTON #7: Done

```
on mouseEnter
    show help balloon at rect of me with cd fld "Done"
end mouseEnter

on mouseUp
    Global ProjectPlaying
    close this wd
    close wd "Cornfield" of project "Hocker's Attack 1"
    close wd "Step Narrative" of ProjectPlaying
end mouseUp
```

### (WD #7, BG #1, CD #1) BUTTON #8: Sound

```
on mouseEnter
    show help balloon at rect of me with cd fld "Sound"
end mouseEnter

on mouseUp
    Global ProjectName
    Global SoundIsOn
    if SoundIsOn is "Yes" then
        put "No" into SoundIsOn
        set the hilite of cd btn "On" of cd "Preferences" of wd "Preferences" of
ProjectName to false
        set the hilite of cd btn "Off" of cd "Preferences" of wd "Preferences" of
ProjectName to true
        show grc "Sound Off"
    else
        put "Yes" into SoundIsOn
        set the hilite of cd btn "On" of cd "Preferences" of wd "Preferences" of
ProjectName to true
        set the hilite of cd btn "Off" of cd "Preferences" of wd "Preferences" of
ProjectName to false
        hide grc "Sound Off"
    end if
end mouseUp
```

### (WD #7, BG #1, CD #1) BUTTON #9: Balloon Help

```
on mouseEnter
    show help balloon at rect of me with cd fld "Balloon Help"
end mouseEnter

on mouseUp
    if the helpBalloons is false then
        set the helpBalloons to true
    else
        set the helpBalloons to false
    end if
end mouseUp
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### (WD #7, BG #1, CD #1) BUTTON #10: Narrative Balloons

```
on mouseEnter
  show help balloon at rect of me with cd fld "Narrative Balloons"
end mouseEnter

on mouseUp
  Global ProjectName
  Global ProjectPlaying
  Global CurrentCard
  if the checkMark of item "Narrative Balloons" of menu "Graphics" of
  ProjectName is false then
    set the checkMark of item "Narrative Balloons" of menu "Graphics" of
    ProjectName to true
    send showNarrativeBalloons to cd CurrentCard of wd "Cornfield" of
    ProjectPlaying
    show grc "On"
  else
    set the checkMark of item "Narrative Balloons" of menu "Graphics" of
    ProjectName to false
    send hideNarrativeBalloons to cd CurrentCard of wd "Cornfield" of
    ProjectPlaying
    hide grc "On"
  end if
end mouseUp
```

### (WD #7, BG #1, CD #1) GRAPHIC #11: Battle Time

```
on mouseEnter
  show help balloon at rect of me with cd fld "Battle Time Help"
end mouseEnter
```

### (WD #8, BG #1, CD #1) BUTTON #1: Done

```
on mouseUp
  send itemSelect to item "Map Legend" of menu "Graphics"
end mouseUp
```

### (WD #10, BG #1, CD #1) GRAPHIC #2: ID 111

```
on mouseDown
  show cd fld "Campbell Info"
end mouseDown

on mouseUp
  hide cd fld "Campbell Info"
end mouseUp
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

**(WD #10, BG #2, CD #2) GRAPHIC #1: ID 112**

---

```
on mouseDown
  show rd fld "Duryea Info"
end mouseDown
```

```
on mouseUp
  hide rd fld "Duryea Info"
end mouseUp
```

**(WD #10, BG #2, CD #3) GRAPHIC #1: 3d Bde Info**

---

```
on mouseDown
  show rd fld "3d Bde Info"
end mouseDown
```

```
on mouseUp
  hide rd fld "3d Bde Info"
end mouseUp
```

**(WD #10, BG #2, CD #3) GRAPHIC #2: Hartsuff Info**

---

```
on mouseDown
  show rd fld "Hartsuff Info"
end mouseDown
```

```
on mouseUp
  hide rd fld "Hartsuff Info"
end mouseUp
```

**(WD #10, BG #2, CD #4) GRAPHIC #1: 3d Bde Info**

---

```
on mouseDown
  show rd fld "3d Bde Info"
end mouseDown
```

```
on mouseUp
  hide rd fld "3d Bde Info"
end mouseUp
```

**(WD #10, BG #2, CD #4) GRAPHIC #2: Anderson Info**

---

```
on mouseDown
  show rd fld "Anderson Info"
end mouseDown
```

```
on mouseUp
  hide rd fld "Anderson Info"
end mouseUp
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

**(WD #10, BG #2, CD #5) GRAPHIC #1: 3PA Cav**

---

```
on mouseDown
  show cd fld "3PA Cav Info"
end mouseDown
```

```
on mouseUp
  hide cd fld "3PA Cav Info"
end mouseUp
```

**(WD #11, BG #1) BUTTON #1: Done**

---

```
on mouseUp
  close this wd
end mouseUp
```

### Hooker's Attack 1 PROJECT SCRIPT

---

-- Version 1.0b16

```
on startUp
  lock screen
  set the loc of wd 1 of this project to -1000,-1000
  unlock screen
  go project "Antietam Staff Ride"
end startUp
```

```
on closeProject
  Global ProjectName
  set cursor to watch
  set numberformat to "0"
  put the freesize of this project into theSize
  if theSize > 200 then
    set the loc of wd "Notes" of ProjectName to the screenLoc
    put "Compacting the file"&return&ProjectName&"..." into-
    bg fld "Message" of cd "Note 1" of wd "Notes" of ProjectName
    open wd "Notes" of ProjectName
    Compact
    close wd "Notes" of ProjectName
  end if
end closeProject
```

```
on showNarrative
  Global ProjectPlaying
  set cursor to watch
  put the short name of the target into cardName
  set the loc of wd "Narrative" of ProjectPlaying to the screenLoc
  open cd cardName of wd "Narrative" of ProjectPlaying
end showNarrative
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### **WINDOW #1: Cornfield**

---

```
on openWindow
  Global ProjectName
  hide menuBar
  if ProjectName is "Antietam Staff Ride" then
    insert menu "Control" of ProjectName
  end if
end openWindow

on closeWindow
  Global ProjectName
  show MenuBar
  if ProjectName is "Antietam Staff Ride" then
    remove menu "Control" of ProjectName
  end if
end closeWindow
```

### **(WD #1) BACKGROUND #1: Cornfield**

---

```
on showNarrativeBalloons
  answer "There are no narrative balloons on this map."
end showNarrativeBalloons

on hideNarrativeBalloons
  answer "There are no narrative balloons on this map."
end hideNarrativeBalloons
```

### **(WD #1, BG #1, CD #1) FIELD #1: Major Von Borcke**

---

```
on mouseDown
  hide me
end mouseDown
```

### **(WD #1, BG #1, CD #1) GRAPHIC #39: Sergeant Moore**

---

```
on mouseUp
  showNarrative
end mouseUp
```

### **(WD #1, BG #1, CD #1) GRAPHIC #40: Major Von Borcke**

---

```
on mouseUp
  showNarrative
end mouseUp
```

### **(WD #1, BG #1, CD #1) GRAPHIC #41: Private Worsham**

---

```
on mouseUp
  showNarrative
end mouseUp
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

**(WD #1, BG #1, CD #1) GRAPHIC #42: Major General Hooker**

---

```
on mouseUp
    showNarrative
end mouseUp
```

**(WD #2, BG #1) BUTTON #1: Back**

---

```
on mouseUp
    Global ShowArtillery
    if ShowArtillery is "No" then
        get the num of this cd
        put it - 1 into prevCard
        if prevCard is 0 then
            close this wd
            exit mouseUp
        end if
        get the short name of card prevCard
        put last word of it into cardType
        put first word of it into commanderName
        put prevCard - 1 into cardBeforePrev
        if commanderName is "Jones'" then
            put prevCard - 4 into cardBeforePrev
        end if
        if commanderName is "Hood's" then
            put prevCard - 2 into cardBeforePrev
        end if
        if commanderName is "Stuart's" then
            close this wd
            exit mouseUp
        end if
        if cardType is "Artillery" then
            visual scroll right fast
            go cd cardBeforePrev
        else
            visual scroll right fast
            go prev cd
        end if
    else
        visual scroll right fast
        go prev cd
    end if
end mouseUp
```

**(WD #2, BG #1) BUTTON #2: Next**

---

```
on mouseUp
    Global ShowArtillery
    if ShowArtillery is "No" then
        get the num of this cd
        put it + 1 into nextCard
        get the short name of card nextCard
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

```
put last word of it into cardType
put first word of it into commanderName
put nextCard + 1 into cardAfterNext
if commanderName is "Jones'" then
  put nextCard + 4 into cardAfterNext
end if
if commanderName is "Hood's" then
  put nextCard + 2 into cardAfterNext
end if
if commanderName is "Stuart's" then
  go last cd
  exit mouseUp
end if
if cardType is "Artillery" then
  visual scroll left fast
  go cd cardAfterNext
else
  visual scroll left fast
  go next cd
end if
else
  visual scroll left fast
  go next cd
end if
end mouseUp
```

### **(WD #2, BG #1, CD #38) BUTTON #1: ID 108**

---

```
on mouseUp
  Global ProjectName
  Global ProjectPlaying
  close this wd
  put "Hooker's Attack 1" into ProjectPlaying
  lock screen
  set the loc of wd "Cornfield" of ProjectPlaying to the screenLoc
  open wd "Cornfield" of ProjectPlaying
  open wd "Navigator" of ProjectName
  set the checkMark of item "Palette" of menu "Control" of ProjectName to true
  unlock screen
end mouseUp
```

### **(WD #3, BG #1, CD #3) BUTTON #1: Common Time**

---

```
on mouseUp
  lock screen
  put the short name of me into cardName
  set the loc of wd "Glossary" of project "Antietam Glossary" to the screenLoc
  open cd cardName of wd "Glossary" of project "Antietam Glossary"
  unlock screen
end mouseUp
```

## Appendix A. SuperCard Scripts for The Antietam Staff Ride

### **(WD #3, BG #1, CD #3)    BUTTON #2: Columns of Divisions**

---

```
on mouseUp
  lock screen
  put the short name of me into cardName
  set the loc of wd "Glossary" of project "Antietam Glossary" to the screenLoc
  open cd cardName of wd "Glossary" of project "Antietam Glossary"
  unlock screen
end mouseUp
```

### **(WD #3, BG #1, CD #4)    BUTTON #1: Limber**

---

```
on mouseUp
  lock screen
  put the short name of me into cardName
  set the loc of wd "Glossary" of project "Antietam Glossary" to the screenLoc
  open cd cardName of wd "Glossary" of project "Antietam Glossary"
  unlock screen
end mouseUp
```

### **(WD #3, BG #1, CD #9)    BUTTON #1: Skirmishers**

---

```
on mouseUp
  lock screen
  put the short name of me into cardName
  set the loc of wd "Glossary" of project "Antietam Glossary" to the screenLoc
  open cd cardName of wd "Glossary" of project "Antietam Glossary"
  unlock screen
end mouseUp
```

### **(WD #4, BG #1)    BUTTON #1: Done**

---

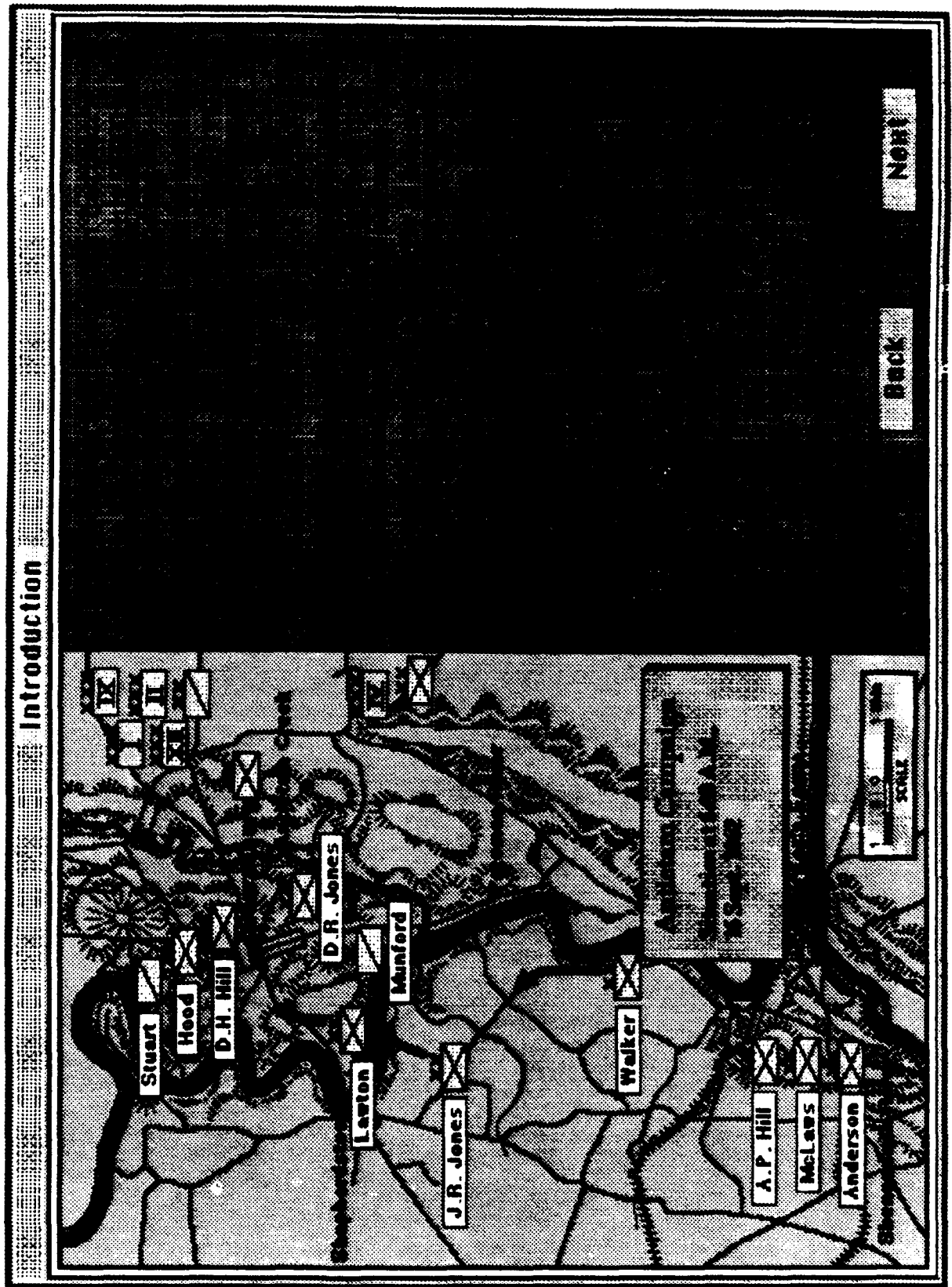
```
on mouseUp
  close this wd
end mouseUp
```



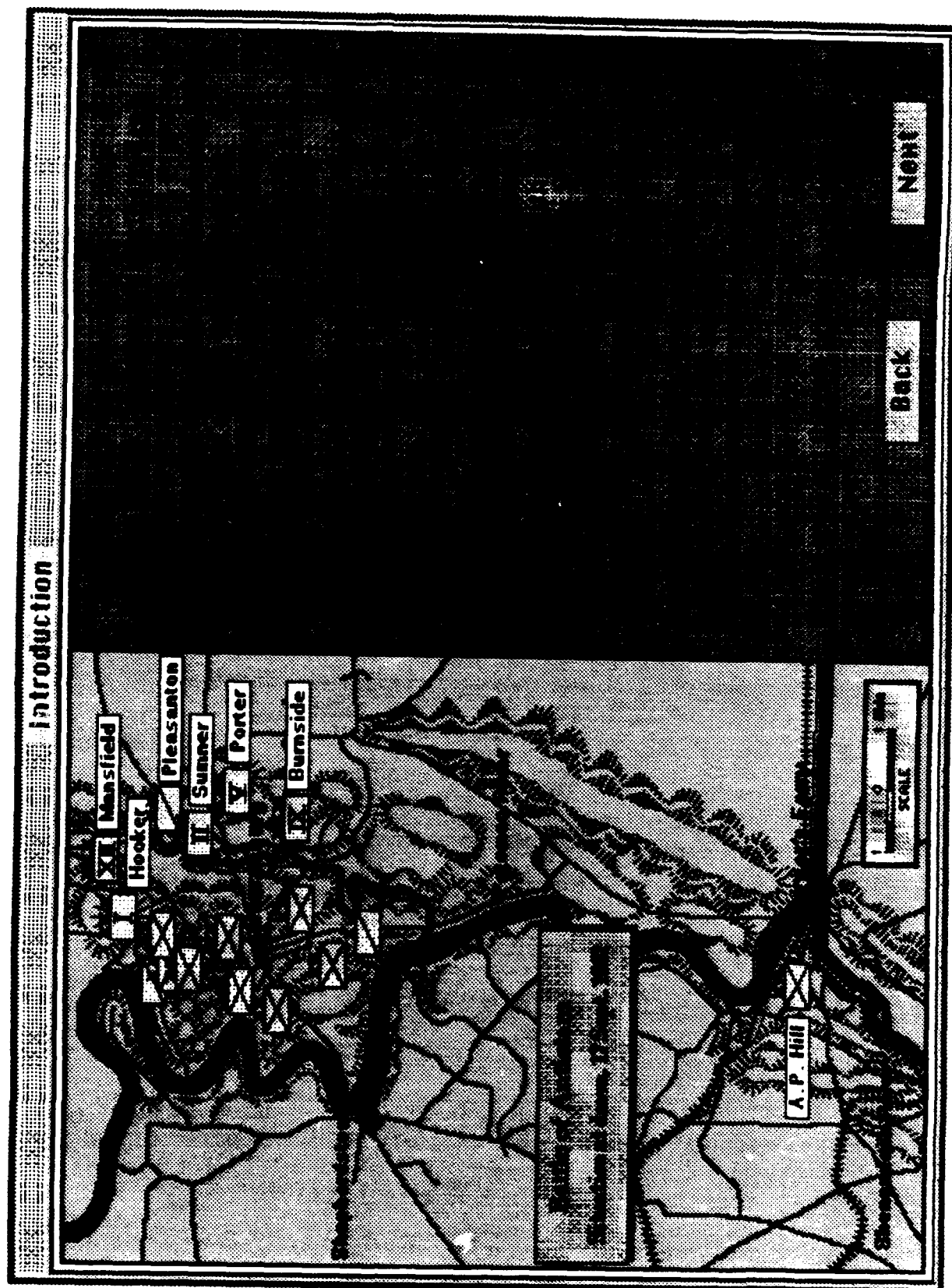
# Appendix B. Introduction Maps Harper's Ferry - Sep 15



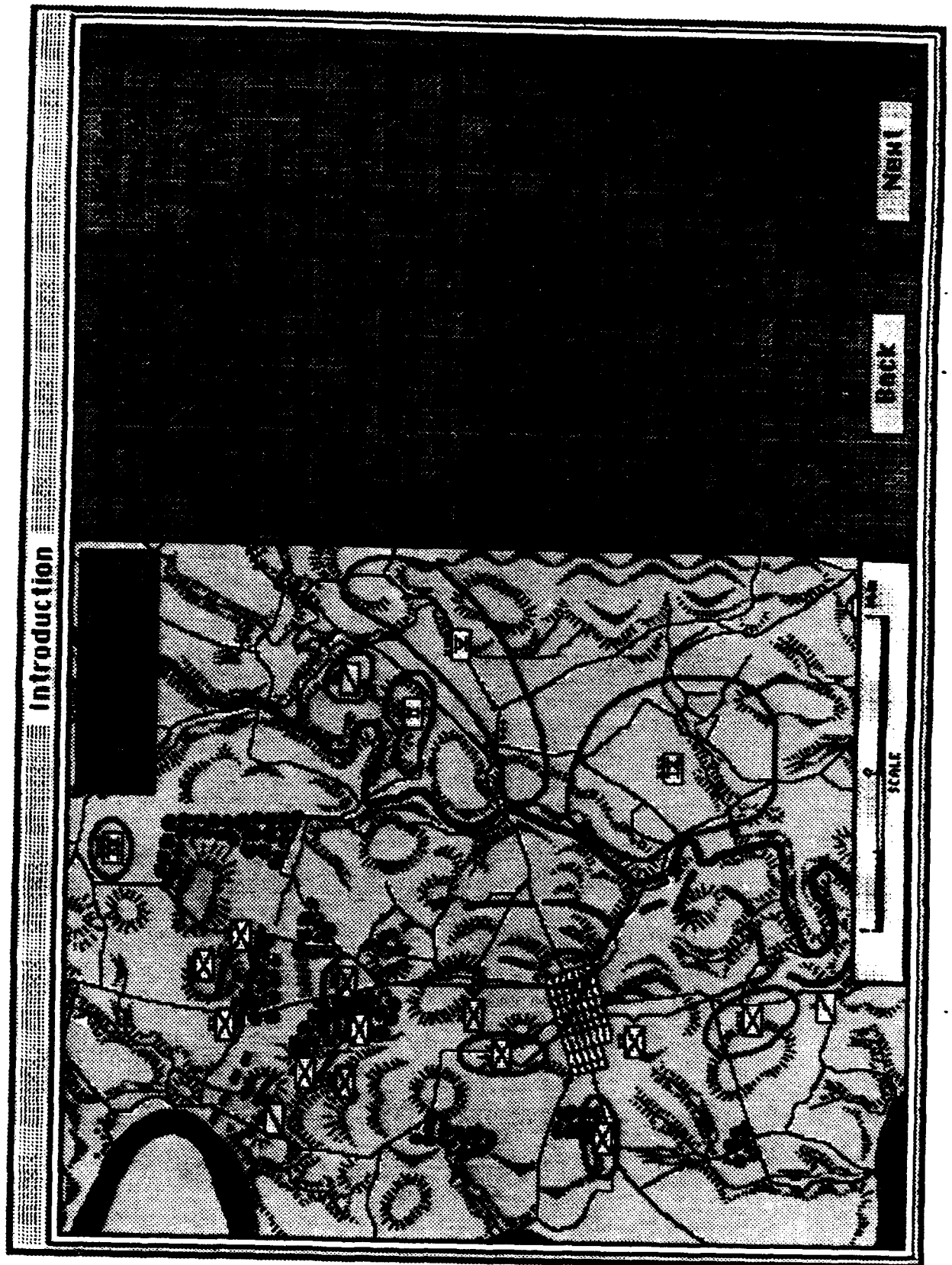
# **Appendix B. Introduction Maps** **Harper's Ferry - Sep 16**



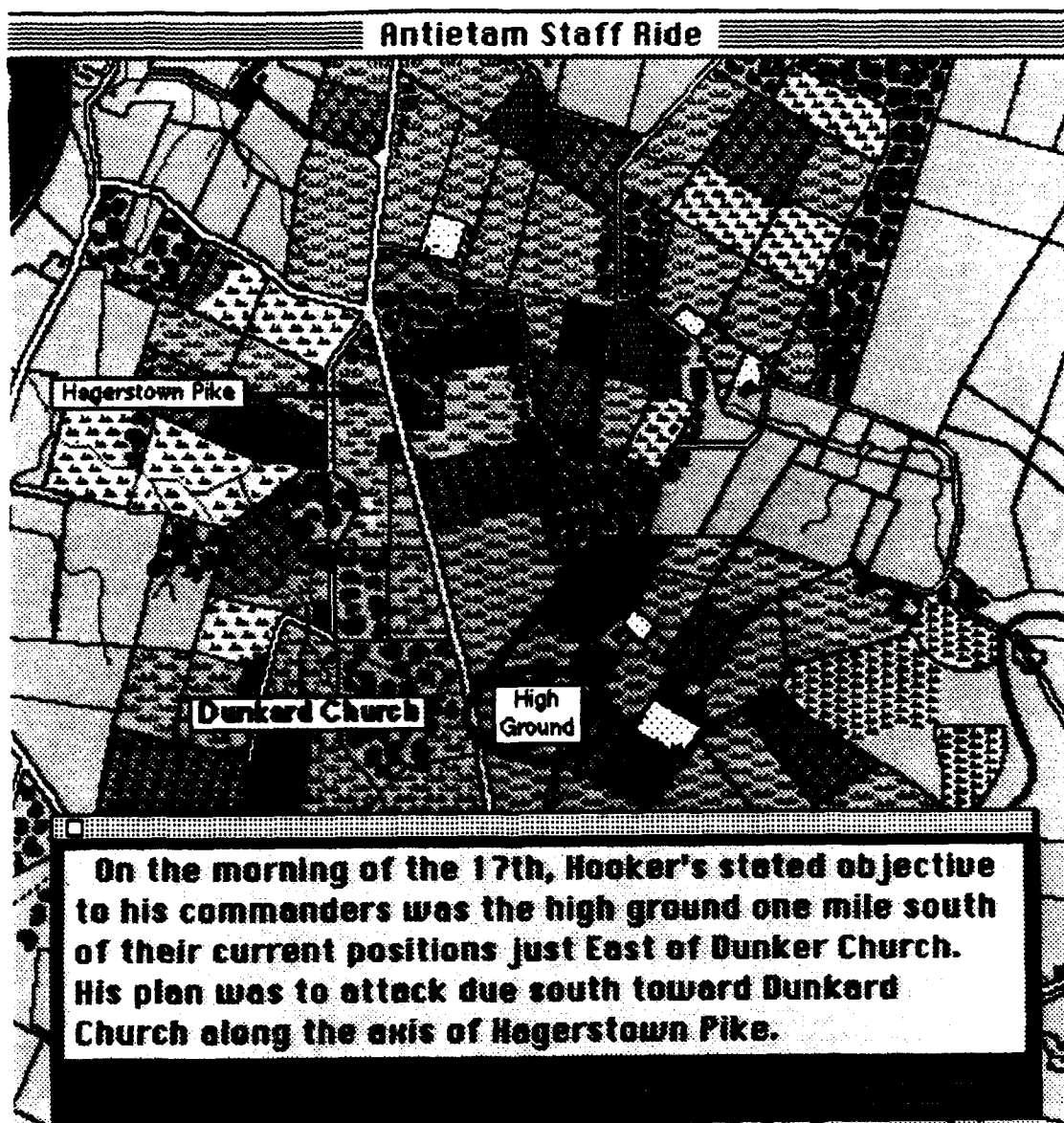
# **Appendix B. Introduction Maps** Harper's Ferry – Sep 17



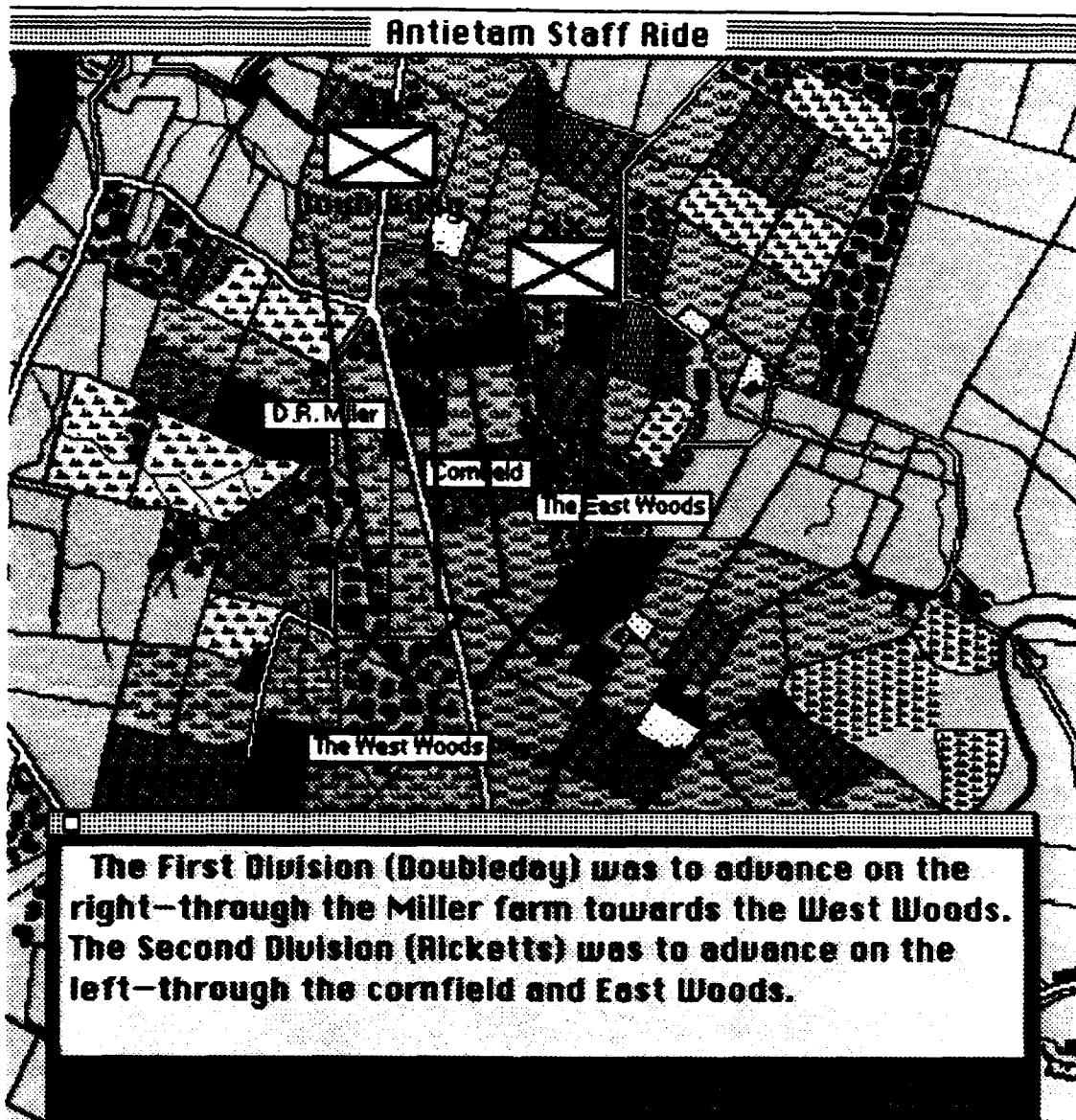
**Sharpsburg – Dawn Sep 17**



## Appendix C. Situation Brief for Hooker's Attack: Screen Shot 1

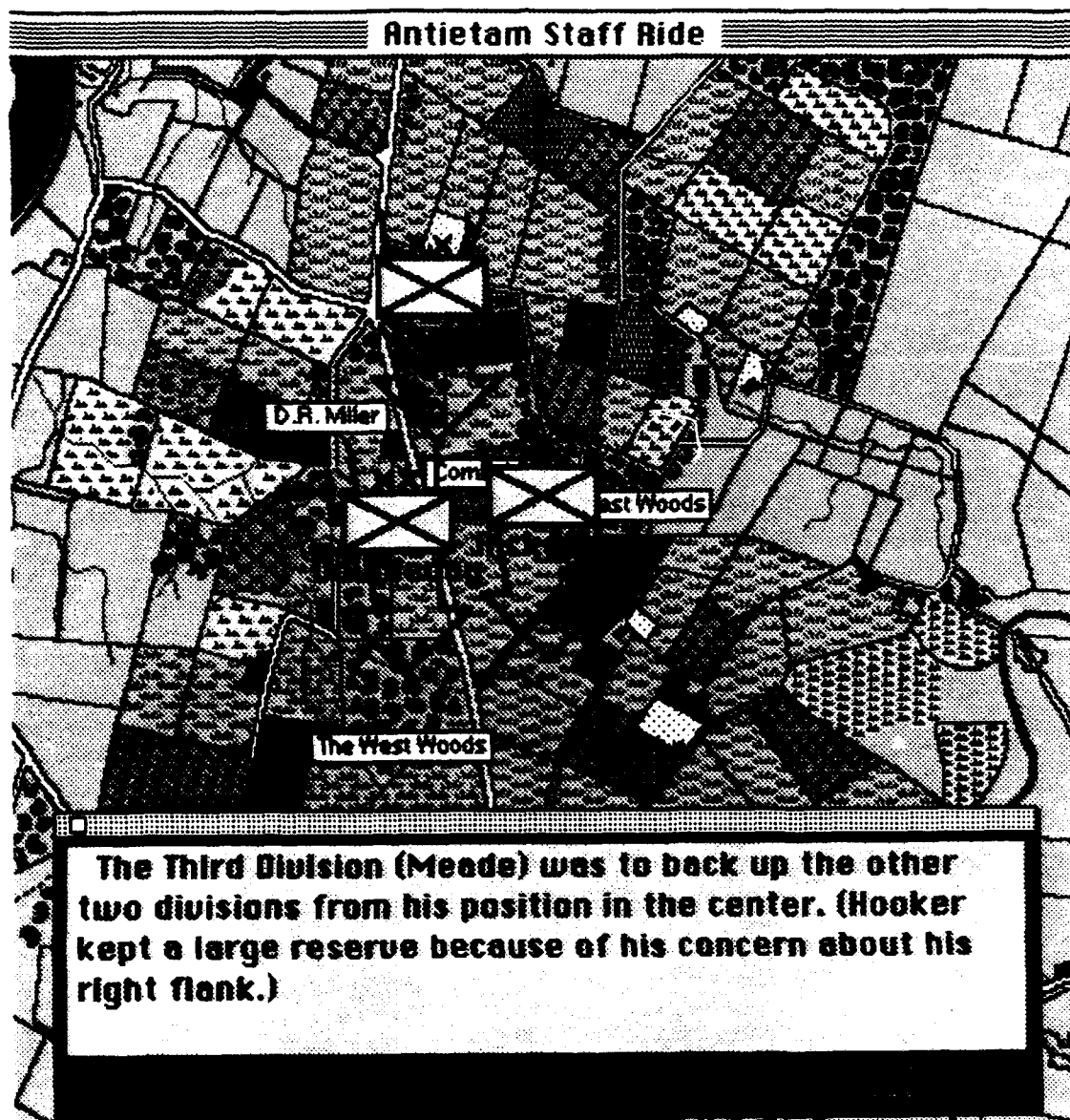


## Appendix C. Situation Brief for Hooker's Attack: Screen Shot 2





## Appendix C. Situation Brief for Hooker's Attack: Screen Shot 3

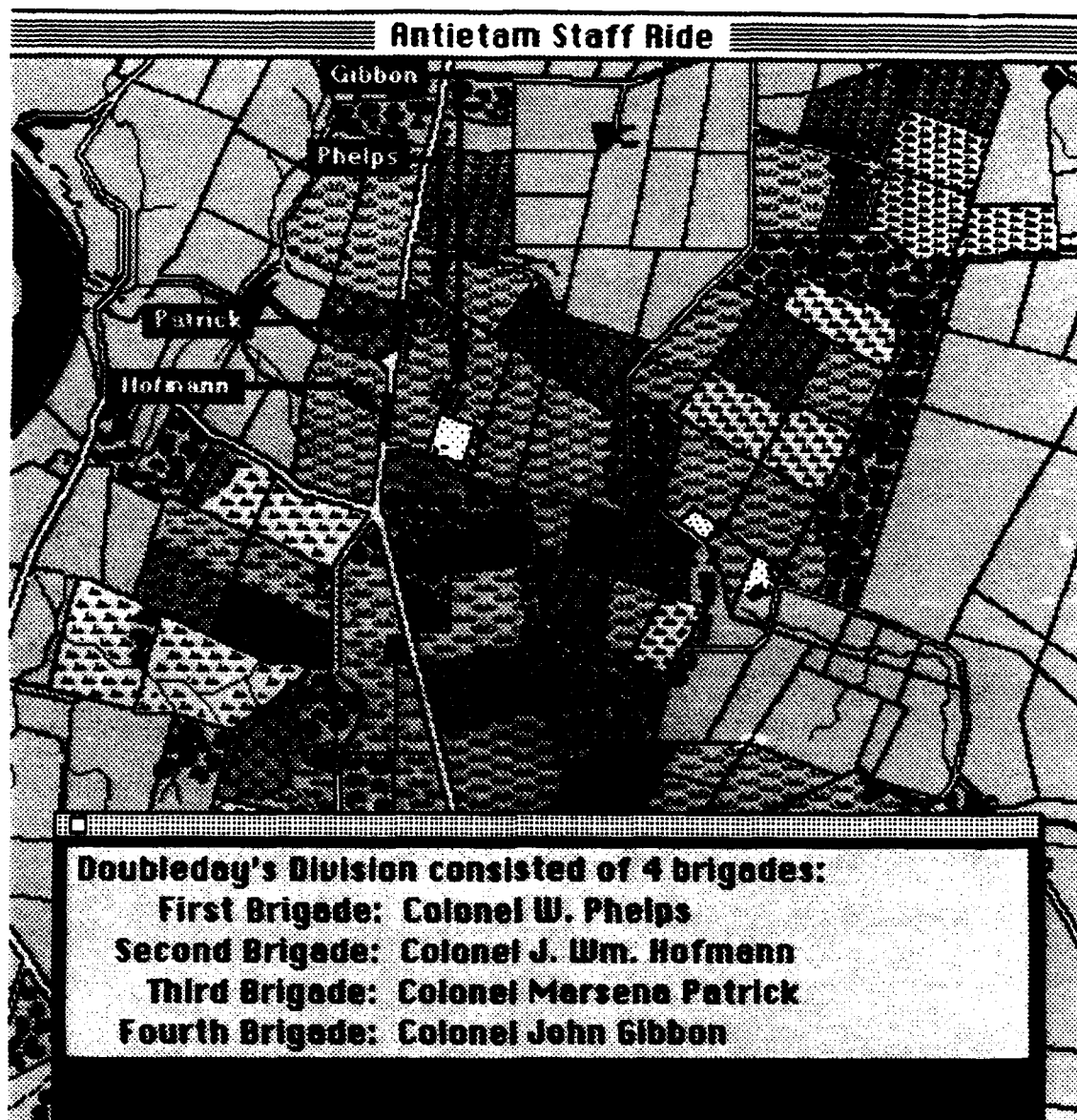


## Appendix C. Situation Brief for Hooker's Attack: Screen Shot 4

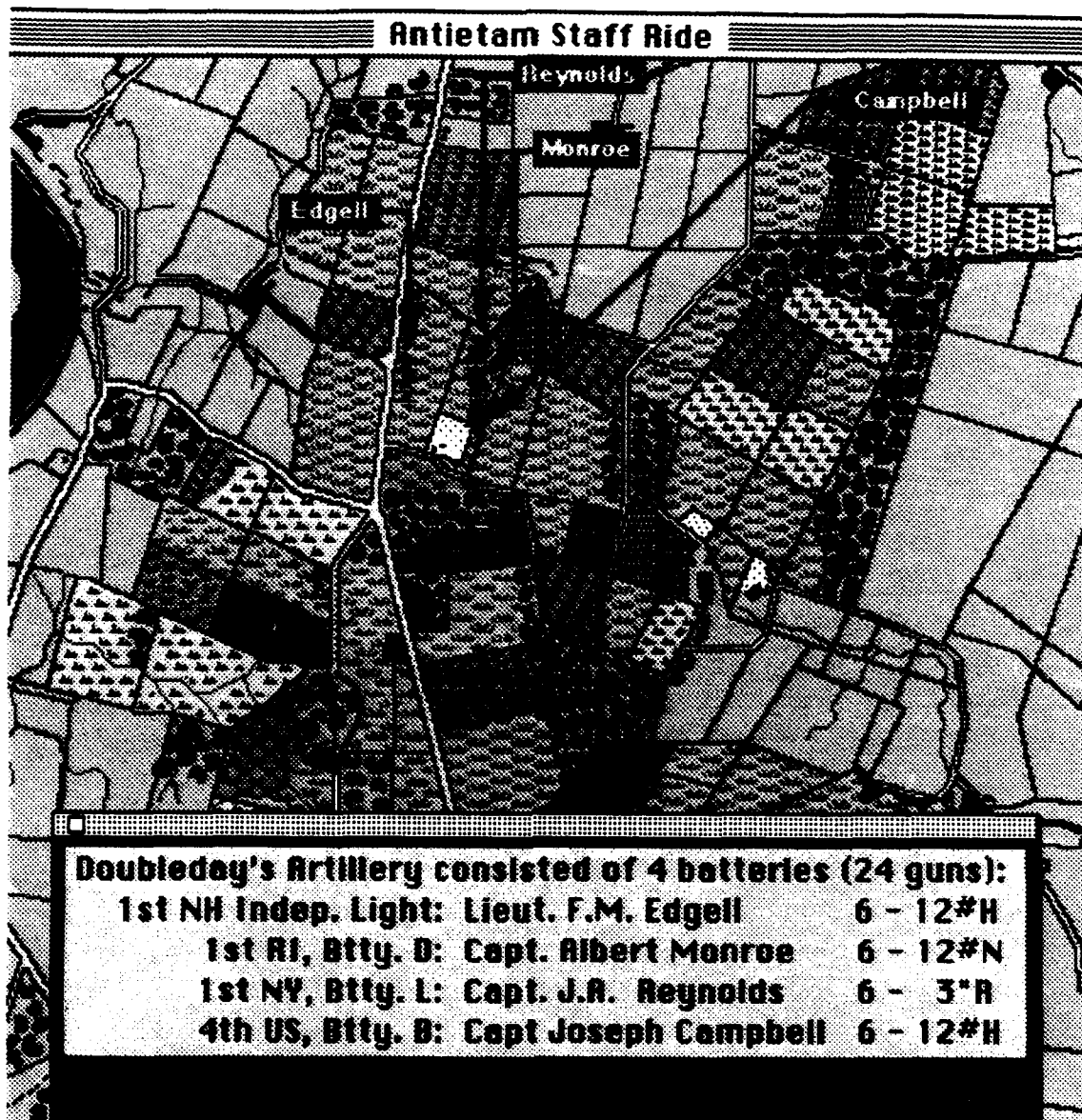




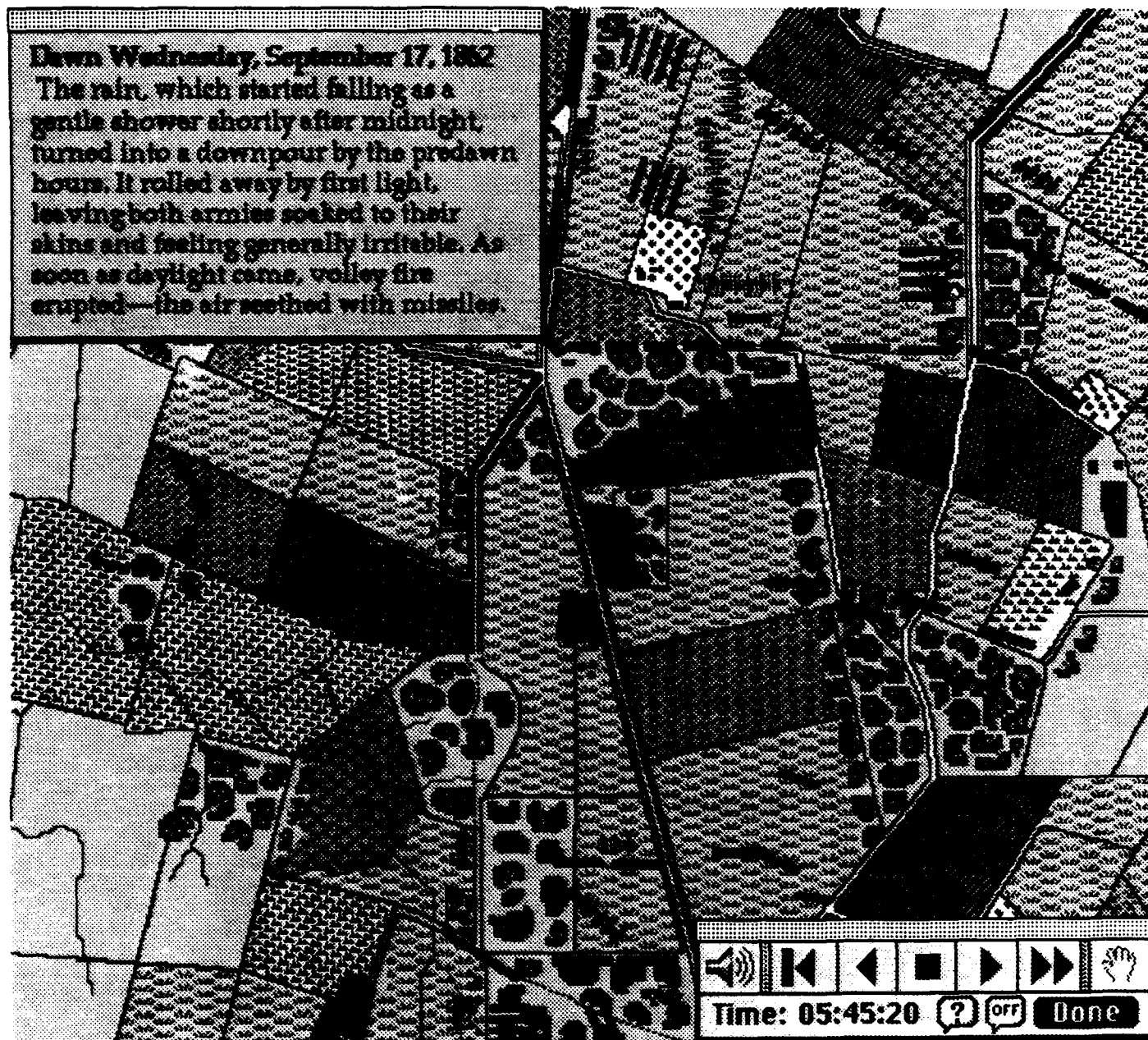
## Appendix C. Situation Brief for Hooker's Attack: Screen Shot 5



## Appendix C. Situation Brief for Hooker's Attack: Screen Shot 6



## Appendix D. Animated Sequence of Hooker's Attack: 1st Overlay (Time 5:45:20)



## Appendix D. Animated Sequence of Hooker's Attack: 2nd Overlay (Time 5:45:40)

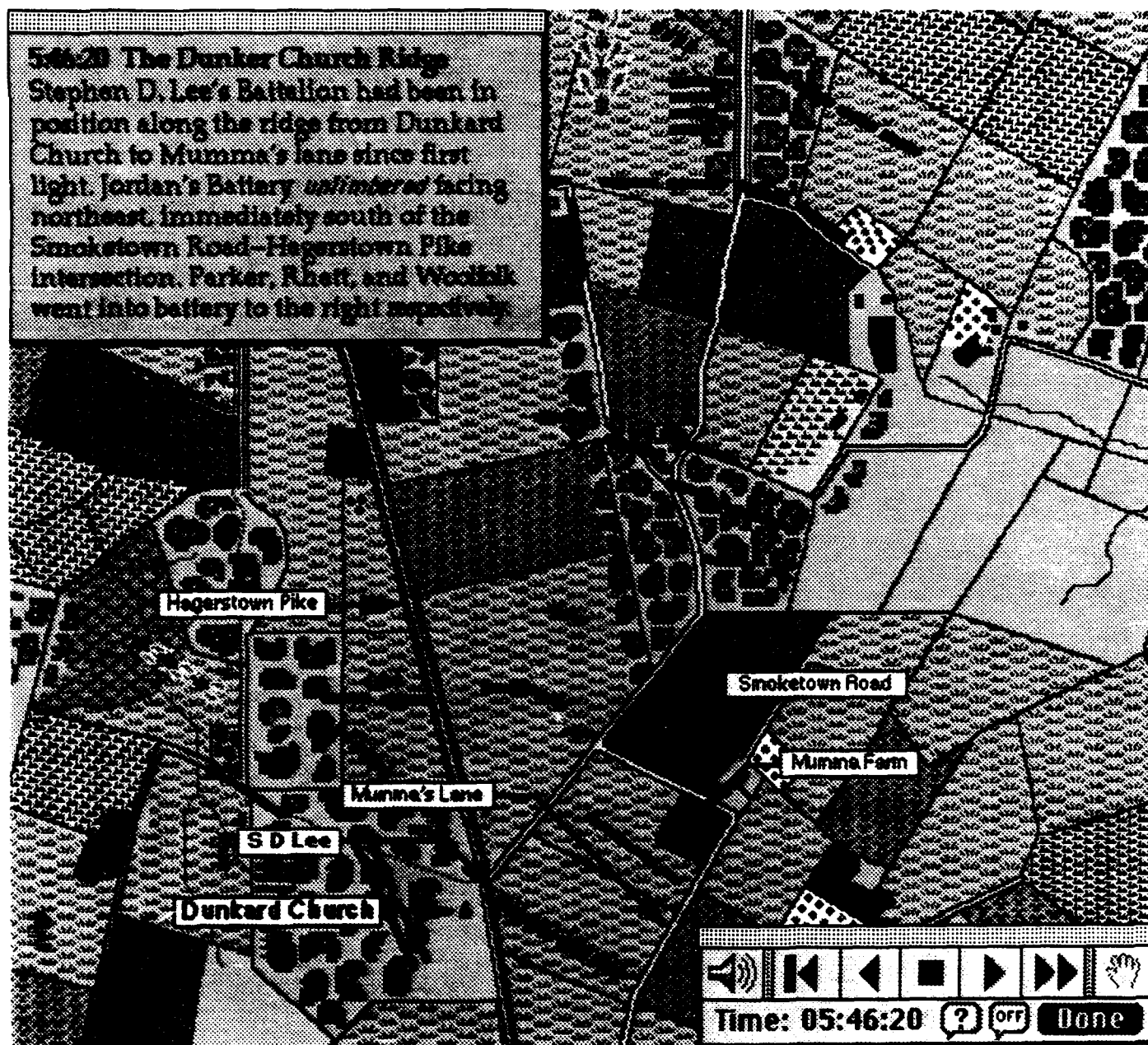


## Appendix D. Animated Sequence of Hooker's Attack: 3rd Overlay (Time 5:46:00)





## Appendix D. Animated Sequence of Hooker's Attack: 4th Overlay (Time 5:46:20)



## Appendix D. Animated Sequence of Hooker's Attack: 6th Overlay (Time 5:47:00)



## Appendix D. Animated Sequence of Hooker's Attack: 5th Overlay (Time 5:46:40)

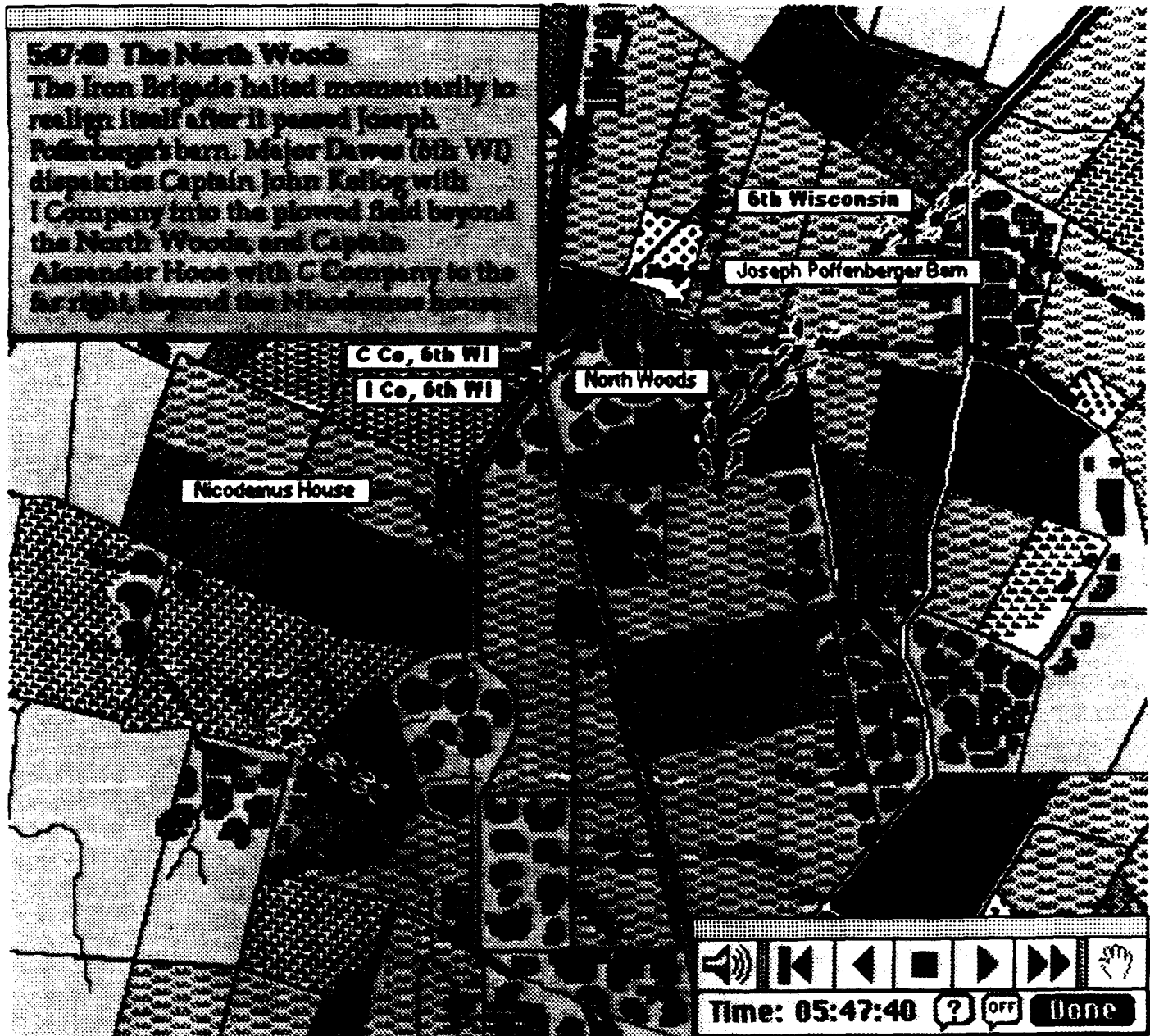




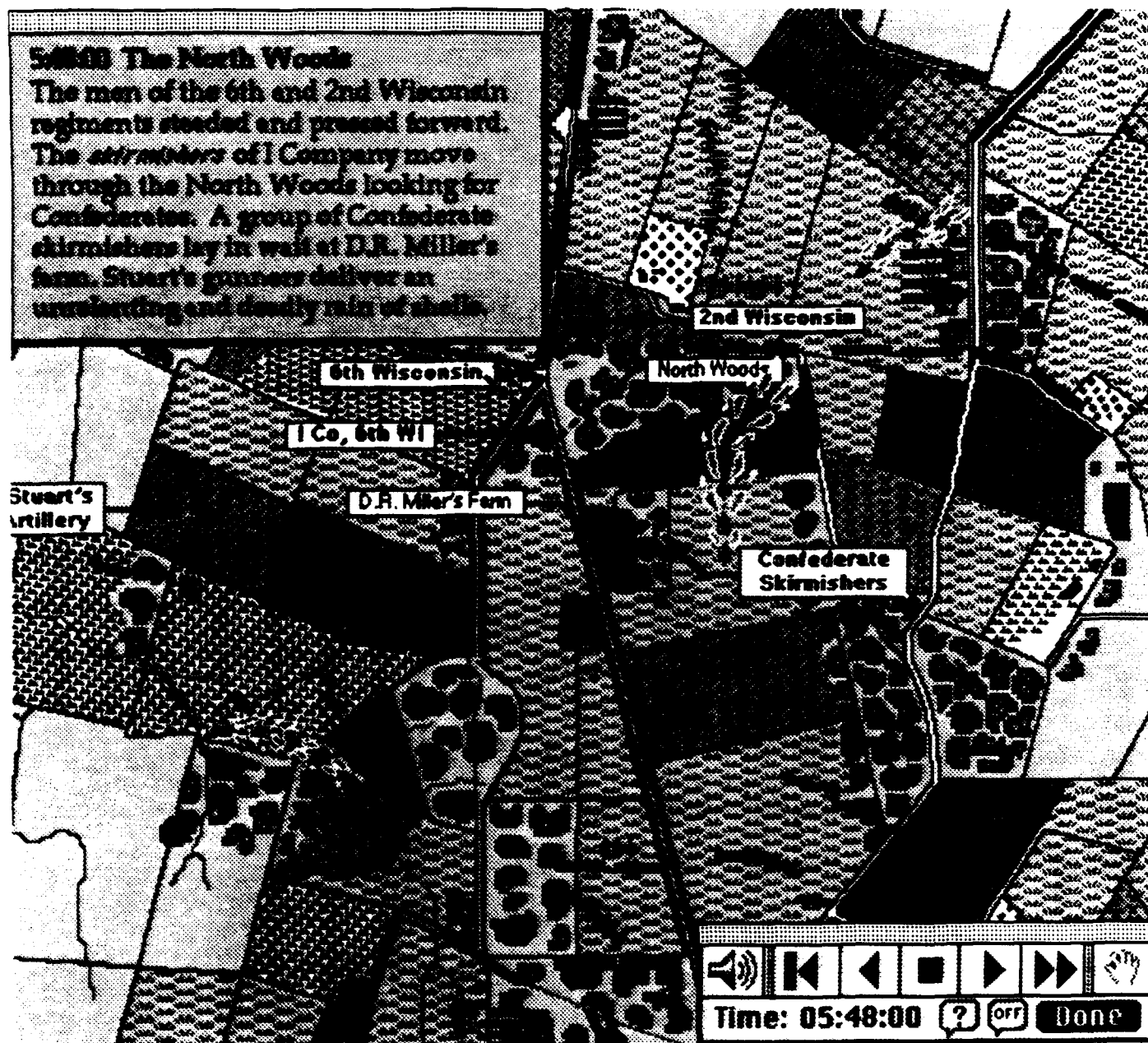
## Appendix D. Animated Sequence of Hooker's Attack: 7th Overlay (Time 5:47:20)



## Appendix D. Animated Sequence of Hooker's Attack: 8th Overlay (Time 5:47:40)



## Appendix D. Animated Sequence of Hooker's Attack: 9th Overlay (Time 5:48:00)

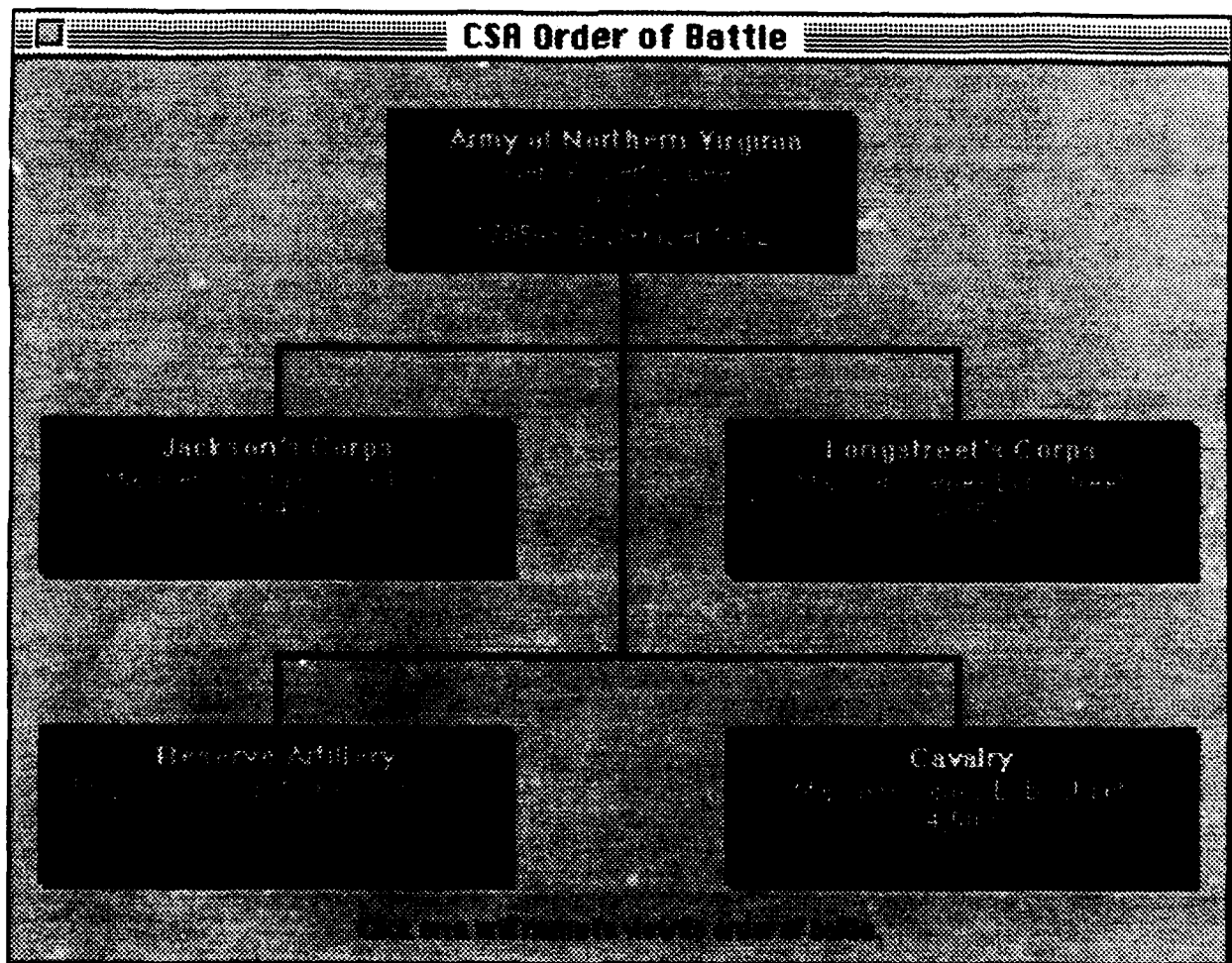


## Appendix D. Animated Sequence of Hooker's Attack: 10th Overlay (Time 5:48:20)



## Appendix E. Order of Battle Example: Army of Northern Virginia

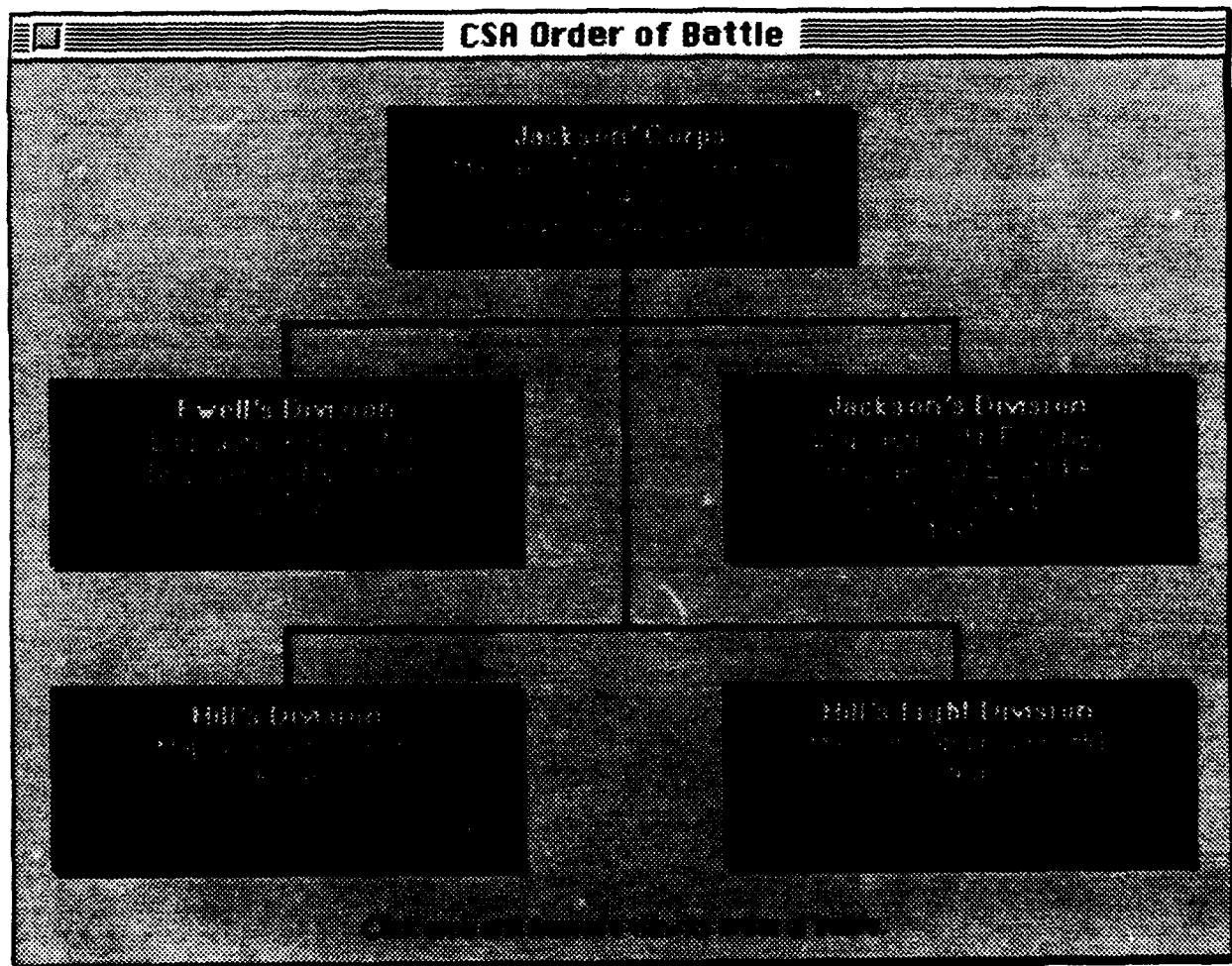
To open this window, choose **CSA Order of Battle** from the **View** menu. Each of the shadowed boxes on the card are buttons and, when clicked on, go to a card showing that unit's order of battle diagram. If you click on the shadowed box representing Jackson's Corps, the card on the next page will appear in the window. When finished viewing order of battle data, close the window by clicking in the box at the top left corner of the window's title bar.





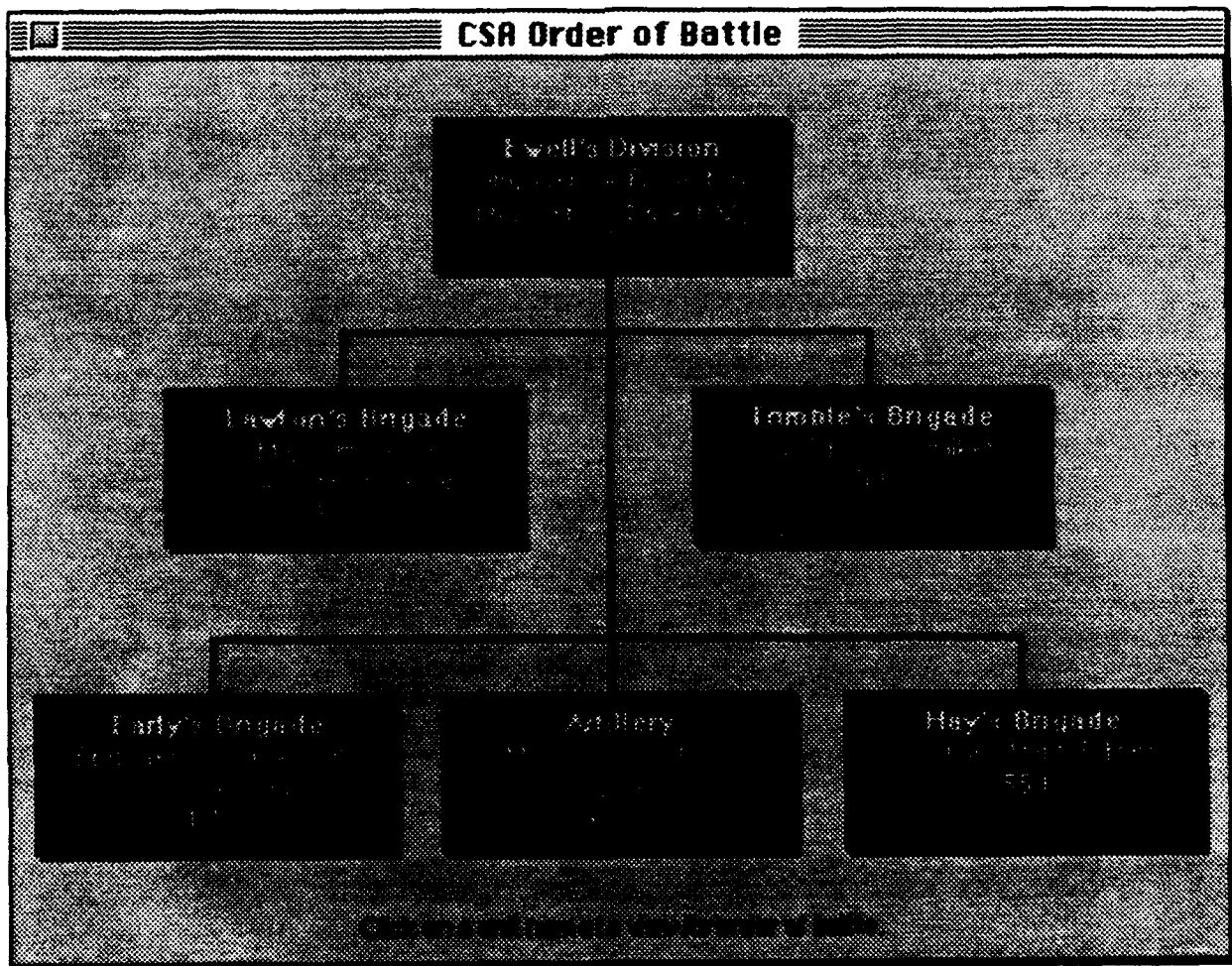
## Appendix E. Order of Battle Example: Jackson's Corps

If you click on the shadowed box representing Ewell's Division, the card on the next page will appear in the window. If you click on the shadowed box representing Jackson's Corps, the card on the preceding page will appear in the window. When finished viewing order of battle data, close the window by clicking in the box at the top left corner of the window's title bar.



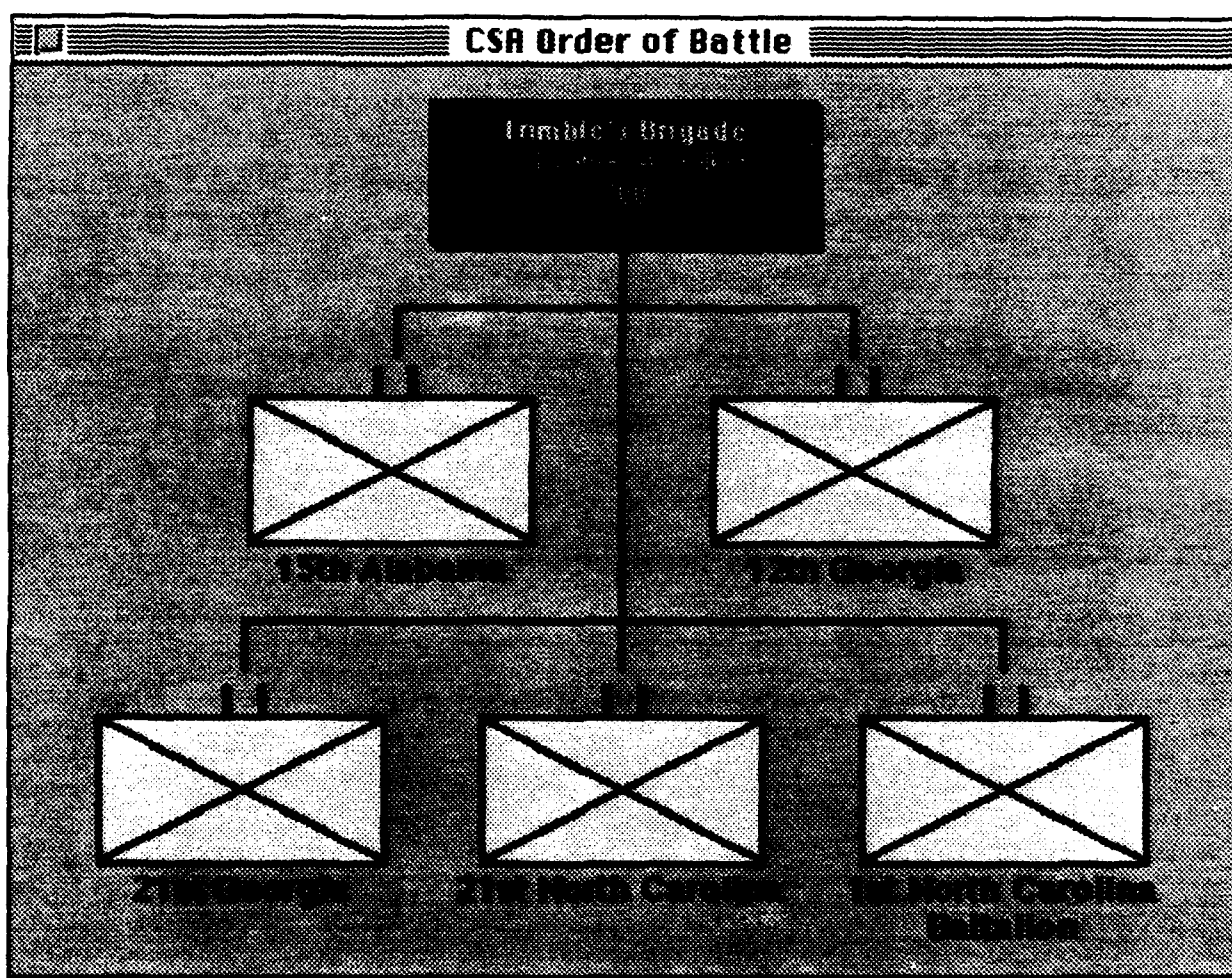
## Appendix E. Order of Battle Example: Ewell's Division

If you click on the shadowed box representing Trimble's Brigade, the card on the next page will appear in the window. If you click on the shadowed box representing Ewell's Division, the card on the preceding page will appear in the window. When finished viewing order of battle data, close the window by clicking in the box at the top left corner of the window's title bar.



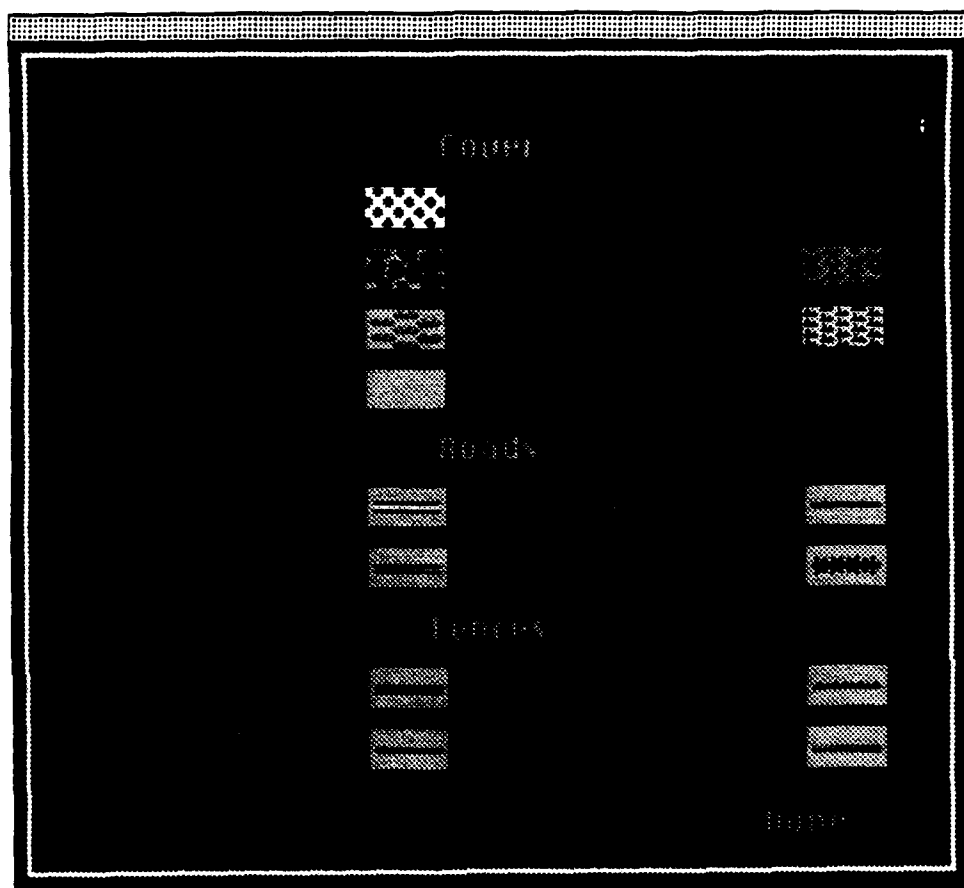
## Appendix E. Order of Battle Example: Trimble's Brigade

This is the lowest level for which order of battle is provided. If you click on the shadowed box representing Trimble's Brigade, the card on the preceding page will appear in the window. When finished viewing order of battle data, close the window by clicking in the box at the top left corner of the window's title bar.





## Appendix F. Map Legend



## **Appendix G. Disk Install Set**

## Notes\*

<sup>1</sup> Aldus SuperCard<sup>®</sup>, Version 1.6, Computer Software (San Diego, CA: Silicon Beach Software, Inc., 1991). Disk.

<sup>2</sup> Kawasaki. Guy, *Selling the Dream: How to Promote Your Product, Company, or Ideas—and Make a Difference—Using Everyday Evangelism* (New York: HarperCollinsPublishers, 1991), 111.

<sup>3</sup> Himes, Andrew and Craig Ragland, *Inside SuperCard: The Complete Guide for Macintosh<sup>®</sup> Developers and Advanced Users* (Redmond, WA: Microsoft Press, 1990), 4.

<sup>4</sup> Gookin, Dan, *The Complete SuperCard<sup>™</sup> Handbook* (Rannor, PA: Compute Books, 1989), vii.

<sup>5</sup> Burns, Tom, and Gary Poppitz, *SuperTalk<sup>™</sup>, The SuperCard<sup>™</sup> Language Guide, Version 1.5* (San Diego, CA: Silicon Beach Software, Inc., 1989-90), 3.

<sup>6</sup> Kawasaki, 323.

<sup>7</sup> Cope, E. B. and H. W. Mattern, *Atlas of the Battlefield of Antietam* (Chief of Engineers, U.S. Army, 1904).

<sup>8</sup> *The West Point Civil War Atlas*, (New York, 1958), 35-38.

<sup>9</sup> Appleton, Bill, Ben Calica, Kevin Larue, and John Petit, *SuperCard<sup>™</sup> Version 1.0 User Manual* (San Diego, CA: Silicon Beach Software, Inc., 1989), 1-3, 1-4.

<sup>10</sup> Appleton, Bill, and Gary Poppitz, *SuperCard<sup>™</sup> Version 1.5 User Manual Addendum* (San Diego, CA: Silicon Beach Software, Inc., 1990), 4-6, 4-7.

<sup>11</sup> Priest, John M. *Antietam: The Soldier's Battle*, (Shippensburg, PA: White Maine Publishing Company, Inc., 1989), vii.

<sup>12</sup> Kawasaki, 153.

\*This set of notes only acknowledges sources and ideas used in this paper. Another set of notes is in The Antietam Staff Ride application. It can be accessed by selecting the submenu command **Notes** from the **View** menu.

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\* This bibliography lists the works cited in this paper and in the application The Antietam Staff Ride.

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*The West Point Civil War Atlas*, New York, 1958.